

THE OFFICIAL STAR TREK® FACT FILES 185



The Fearsome Pah-wraiths
Kai Winn attempts the Restoration

The Secrets of Section 31
Clandestine FEDERATION Agency

Lounge Singer VIC FONTAINE
DEEP SPACE NINE's holographic crooner



Data's Poker Partners
Never bet against an android

Q's Fascination with Humanity
Tormenting STARFLEET's finest officers

THE JEM'HADAR WARSHIP
A formidable Dominion vessel

ISSN 1364-3983



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THE OFFICIAL STAR TREK® FACT FILES



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A-Z Episode Guide Part 3

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Your continuing alphabetical reference source

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The Guide to the STAR TREK Galaxy

FILE 10

CARD 16B



THE PAH-WRAITHS AND THE RESTORATION

The Bajoran religion is a dualist belief system, with the benign Prophets opposed by their fallen counterparts, the Pah-wraiths. In 2375, two Pah-wraith acolytes try to stage the final Restoration of their gods.

The people of **Bajor** consider the nonlinear life forms that live within the **Bajoran wormhole** to be their gods, and call them the **Prophets**. The true nature of these beings' divinity is open to debate, but it is unquestionable that their influence on the **Bajoran** people has shaped that race's entire spiritual culture.

Beyond good and evil

The Prophets dispense a positive influence from within their **Celestial Temple**, but there is also a negative force: evil counterparts to the Prophets, known as the **Pah-wraiths**. As with the Bajoran gods, these beings appear to exist primarily as ghostly forms of energy. The Pah-wraiths emit a

deep red glow, and this hue is duplicated as a symbol of their influence by those who choose to follow them.

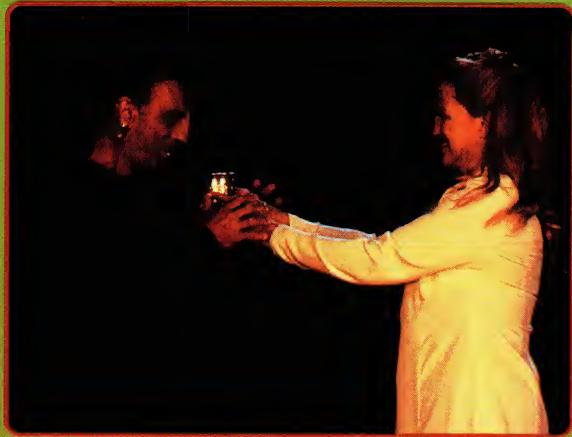
Bajoran legend has it that the Pah-wraiths once shared the Celestial Temple – the Bajoran wormhole – with the Prophets, but they advocated destruction and chaos, and were cast out for their ideology. Deemed to be 'false Prophets,' they were banished from the Celestial Temple and forbidden to return, doomed to eternal exile in the **fire caves** of Bajor. It was prophesied that if the Pah-wraiths ever escaped, they "Would face the wrath of the True Prophets." This legend, known as the **Koss'moran** from the words 'kosst,' meaning 'to be,' and 'amoran,' meaning 'banished,' has parallels in many other religions across the Galaxy; evil forces are

often cast out of a heavenly realm.

Bajoran faith also speaks of the birth of a golden age, a **Restoration** of the planet and its people, but this concept is open to broad interpretation. Both the Prophets and the Pah-wraiths appear to have their own sense of what this event will entail.

A new age

From the standpoint of the Prophets, the Restoration is first discussed in the age-old texts of **Shabren's Fifth Prophecy**; after receiving a vision from an **Orb of the Prophets**, Shabren wrote that the destruction of the 'Evil One,' a powerful Pah-wraith also known as **Kosst Amojan**, would bring about a thousand years of peace on Bajor. The **Emissary of the Prophets**, a non-



Sleeping with the enemy

Kai Winn abandons her faith in the Prophets when she is seduced by **Dukat** – disguised as a Bajoran – into following the path of the evil Pah-wraiths.

Bajoran chosen to do their bidding, would face the Evil One and lead the way to this new utopia.

The Pah-wraiths' interpretation of the Restoration is a reversal of the Prophets' vision, however; they see the new age of Bajor literally rising from the ashes of the old, as the planet is laid waste by the burning fires of their vengeful wrath. For the Pah-wraiths, the Restoration means release

from the fire caves and a chance for revenge on the Prophets who banished them, as well as on Bajor and the universe beyond.

For the Restoration to occur according to Shabren's prophecy, a conflict between the forces of good and evil must first take place, an event known as the **Reckoning**.

The first steps on this road come to pass in 2369, when **Starfleet** officer **Benjamin Sisko** takes

POSSESSED BY AN EVIL ENTITY

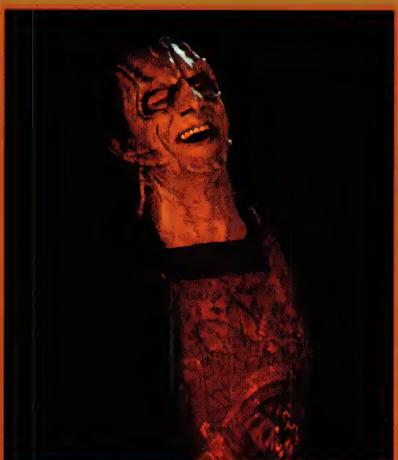
Heiko and the Pah-wraiths

The first attempt by the Pah-wraiths to bring about the Reckoning and destroy the Celestial Temple occurs in 2373. It begins when **Keiko O'Brien** returns to **Deep Space Nine** from an expedition to the Bajoran fire caves, possessed by one of these false Prophets. The being is keen to demonstrate the extent of its hold over Keiko: it causes her body to convulse wildly, and also threatens to burst a blood vessel in the woman's brain unless her husband does its bidding. The Pah-wraith's purpose is to kill the Prophets by manipulating O'Brien into focusing a chroniton beam on the wormhole. With the unwitting aid of Ferengi engineer **Rom**, O'Brien is able to alter the beam's path, aiming it directly at the possessed form of his beloved wife. The Pah-wraith vacates her body, and Keiko is soon back to normal.

Chief O'Brien succeeds in freeing his wife **Keiko** from the Pah-wraith's clutches by targeting a chroniton beam at her body.



The Pah-wraith occupying Keiko O'Brien manipulates Chief Miles O'Brien in an attempt to destroy the Prophets.



Dukat's descent into insanity brings him ever closer to the Pah-wraiths, and he dies their most loyal servant.

GALAXY FACTS

The fire caves, a major geological feature on Bajor, are frequently visited by interested parties.

The origin of the fire caves' name is believed to come from the flames generated by gasses released from Bajor's magma core, although certain doctrines hold that the fires are actually caused by the imprisoned Pah-wraiths.

command of space station *Deep Space Nine* in the Bajor system and in the process discovers the wormhole. Sisko's contact with the Prophets leads to him being hailed as the Emissary, setting in motion events that will take seven years to unfold.

First strike

In 2373, the Pah-wraiths' insidious power and influence is used in an attempt to strike at the Prophets through *Deep Space Nine*. Station resident **Keiko O'Brien** is possessed by a Pah-wraith, in a failed attempt to force her husband, engineer **Miles O'Brien**, to destroy the Prophets.

It is not until the following year, however, that the real Reckoning comes about. In an incident on *Deep Space Nine*'s Promenade, the Kosst Amojan possesses the body of Sisko's son **Jake**, in order to fight against a Prophet that takes the body of **Major**



THE
BAJORANS

The Guide to the STAR TREK Galaxy

FILE 10

CARD 16B



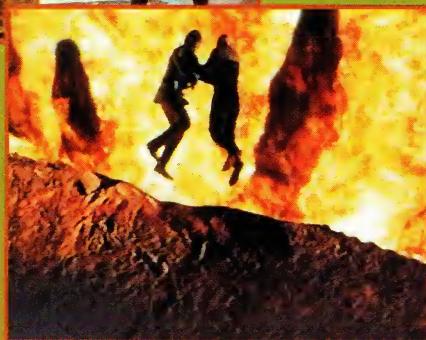
THE
BAJORANS

THE PAH-WRAITHS AND THE RESTORATION



► The Reckoning on *DEEP SPACE NINE*'s promenade is halted by Kai Winn.

► Sisko propels himself and Dukat into the flames to stop the Pah-wraiths.



► Dukat murders Jadzia Dax and closes the Bajoran wormhole while possessed.

fire caves. Only Sisko's self-sacrifice in stopping Dukat and the Kosst Amojan that seals the Pah-wraiths in the caverns once again. In doing so, the Starfleet captain is taken up to the noncorporeal realm of the Prophets. The Reckoning over, the true Restoration of Bajor can at last begin.

► In 2375, Benjamin Sisko, the Emissary of the Prophets, tracks down the Orb of the Emissary on the planet Tyree. He uses it to reopen the Bajoran wormhole, thereby restoring the Prophets.

the Pah-wraiths from their exile.

Having lost her faith in the Prophets, Winn helps Dukat bring the Pah-wraiths to the brink of escape from the fire caves. Just as their victory seems assured, Winn realizes her mistake and attempts to undo her work, earning her a painful death at the hands of a Dukat empowered by the Pah-wraiths' energies. The final Reckoning comes as the battle between the agent of evil, in the form of Dukat, and Sisko, as the Emissary of the Prophets, rages in the depths of the

► Kai Winn throws the Kosst Amojan into the fire pit in an effort to stop the Pah-wraiths.



► Kai Winn's act of redemption seals her fate, as she is swiftly consumed by fire.

► Winn's study of the Kosst Amojan is integral to Dukat's effort to free the Pah-wraiths.



FIERY END

No Winn situation

Kai Winn's descent into darkness is heralded by a vision she mistakenly believes is given to her by the Prophets. This instructs her that a man with the "wisdom of the land" will guide her in bringing about the Restoration. That man is Gul Dukat, surgically altered to resemble a Bajoran. He encourages Winn to research the forbidden book of the Kosst Amojan. The pages are blank, however, and the full text is only revealed when Winn murders her aide, Solbar, and his blood covers the pages.

Winn is ultimately led by Dukat to the fire caves, where the Pah-wraiths are exiled. As they start to release the Pah-wraiths, Winn has a change of heart, and dies trying to save her beloved Bajor.



THE ROMULAN
STAR EMPIRE

The Guide to the STAR TREK Galaxy

FILE 12 CARD 10



THE ROMULAN
STAR EMPIRE

THE ROMULANS AND THE BAJORANS

The Romulans are a devious and threatening race, but during the Dominion war they underestimate the resolve of the brave Bajoran people even when they are faced with a vastly more powerful force.

The relationship between the Romulan Star Empire and the Bajoran people is uneasy, to say the least. Though it is nominally neutral, Bajor at one point seeks admittance to the Federation, one of the Romulans' major adversaries, and the Star Empire twice hatches plans that threaten Bajor.

Collapsing the wormhole

The first of these plots comes in 2371, when the Romulans perceive the Gamma Quadrant power known as the Dominion to be an extreme threat, and embark on a covert mission to collapse the Bajoran wormhole – the link between the Alpha and Gamma quadrants. This scheme also includes the 'accidental' destruction of the nearby Federation

station *Deep Space Nine* to eliminate witnesses. Fortunately, intervention by Starfleet personnel prevents the plot from going ahead.

Had the Romulans been successful, they would have permanently cut off the Bajorans from their gods, the Prophets. Major Kira Nerys, first officer of *Deep Space Nine*, witnesses firsthand the disclosure of this plot, and the episode surely does not help Romulan-Bajoran relations.

Nevertheless, the grim Dominion war that follows makes allies of the two races, in spite of Bajor's non-aggression treaty with the Dominion. In early 2375, the Romulans wish to establish a military presence on *Deep Space Nine* – a temporary arrangement until the end of the war, involving just a

few officers and their staff. The newly promoted Colonel Kira expresses misgivings about the situation, but the Bajoran Council of Ministers is consulted purely as a courtesy. Starfleet has already taken the decision, and a squadron of *Romulan Warbirds* arrives at the station for refitting.

Working relationship

The deposition is led by Senator Kimara Cretak, whom Starfleet's Admiral William Ross describes as being very cooperative. She is a strong advocate of the recent Romulan-Federation Alliance. Kira and Cretak, the key representatives of their respective governments, hit it off from the start, despite an instinctive guardedness. Cretak is to the point, but not adversarial – much like the colonel. She says she



► Relations between Kira and Romulan Senator Cretak are initially cordial. They only become strained when it is discovered that the Romulans are stockpiling weapons on the Bajoran moon Derna.

had no idea that Bajorans could be so efficient, while Kira sees the senator as a very different kind of Romulan.

A major problem unfortunately threatens to shatter this new spirit of accord almost immediately. The Romulans make an apparently reasonable request to set up a hospital facility on Bajor's uninhabited fourth moon,

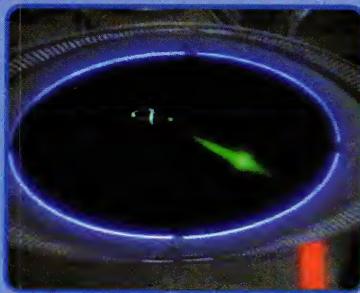
Derna, as too many of their wounded are dying on the long journey back to Romulus. Kira puts this to the Council of Ministers, and construction is approved. Cretak says that all of Romulus owes the colonel a debt of gratitude.

A Starfleet hospital ship is then mysteriously denied permission to dock at the new Romulan complex, despite the fact that many

ALTERNATE FUTURE

Imminent death

In 2371, Miles O'Brien begins to experience timeshifts caused by radiation from the quantum singularity that powers a Romulan Warbird, propelling him a matter of hours into the future. During this time he learns that station *Deep Space Nine* will be destroyed by a sudden Romulan attack. The station is not, however, the Romulans' main target – their intention is to permanently close the Bajoran wormhole, thus cutting off the threat posed by the Dominion. O'Brien is able to expose the Romulan plot when he returns to his own time.



One of O'Brien's timeshifts reveals a ROMULAN WARBIRD attacking without any warning.

Station DEEP SPACE NINE is destroyed by this unprovoked Romulan assault.



► In 2371, a Romulan delegation arrives on station DEEP SPACE NINE to arrange the loan of a cloaking device in exchange for intelligence on the Dominion.



► The Romulan delegates are not afraid to offend DEEP SPACE NINE's Bajoran representative, Major Kira Nerys, during their briefing on the Dominion threat.



▼ Senator Cretak is assigned to DEEP SPACE NINE in order to coordinate the Romulan Star Empire's war efforts with Federation and Klingon forces. She is a determined woman, but finds that Colonel Kira is more than a match for her.



THE ROMULAN STAR EMPIRE

The Guide to the STAR TREK Galaxy

FILE 12 CARD 10



THE ROMULAN STAR EMPIRE

THE ROMULANS AND THE BAJORANS



▲ The Romulans power up their weapons in the hope this will call Kira's bluff and force her to stand down.



▲ Admiral Ross at first sides with the Romulans when their weapons stockpile is discovered, but later concurs with the Bajorans that they must be removed.

of the wounded are **Vulcans**, a race physiologically similar to Romulans. Sensor readings conducted by *Deep Space Nine*'s chief of security, **Odo**, reveal high concentrations of **trilithium isotopes**, indicating the presence of Romulan **plasma torpedoes**.

Strained relations

This revelation causes instant uproar. Cretak claims the missiles are for defensive purposes only; she did not feel it was necessary to inform the Bajoran authorities, as they are meant to be allies. The Bajoran council insists the Romulans withdraw – their presence on Derna poses a direct threat to Bajor. The council delivers an ultimatum: either the Romulans remove the weapons or Bajor will.

News of this tense stalemate sends ripples through the quadrant, even reaching the Dominion headquarters on **Cardassia Prime**. Starfleet

Command is caught in the middle of the situation; it sends a formal protest to the **Romulan Senate** condemning its actions, but recognizes that the Bajorans will be unable to drive the Romulans from Derna without Starfleet assistance. The Federation is not willing to jeopardize its crucial alliance by providing that help, but efforts at mediation prove fruitless.

The events that follow

test the resolve of the Bajorans, and prove their mettle in the planet's first armed encounter since the Cardassian occupation ended in 2369. Scans show that the Romulan torpedoes are missing launch sequencers, and the Council of Ministers authorizes a blockade of Derna, under Kira's command, to make sure the sequencers do not get through.

The blockade is more a

show of defiance than of strength: 12 impulse-only ships are all that can be spared. Even they will be vastly outflanked and outgunned by a single *Warbird*. The Bajoran authorities bank on the fact that the Romulans know if they actually open fire they will be jeopardizing their alliance with the Federation, but there is always the grim possibility that they will call Bajor's bluff and run the blockade.

The war of words intensifies when Senator Cretak informs Colonel Kira that 14 *Warbirds* are due to arrive in eight hours with much-needed medical supplies. Kira questions the use of military vessels to deliver medical supplies, and is simply told that the Romulans want to ensure they arrive safely. Each side knows they have only a few hours to reach a compromise.

The Bajorans stand firm and refuse to back down: if the Romulans attempt to break the blockade they will be fired upon, even with the odds stacked against the antiquated impulse ships. The wormhole, dormant since the end of 2374, is suddenly restored as Kira mulls over her impossible situation. She takes this as a sign that the Prophets are smiling on Bajor once again,

and redoubles her resolve. For her part, Cretak believes Kira is bluffing. She is authorized to use whatever force is necessary to ensure the medical supplies reach Derna, and both sides power their weapons and face off.

Taking sides

The situation is resolved by the intervention of Admiral Ross, who is swayed by Kira's undeniable determination. The Federation reluctantly enters the fray and informs the Romulans that if they do not remove the torpedoes, Starfleet will. The impasse is broken, and the Romulans are forced to back down.

Both the Romulans and the Bajorans learn from this experience just how fragile an alliance can be. They work together to bring the Dominion war to a successful close, but whether the two races can ever reestablish trust is uncertain.

DEFIANCE

Standing firm

Colonel Kira's efforts to prevent the Romulans from reaching the Bajoran moon of Derna are an example of the defiant attitude displayed by her in particular, and the Bajoran people in general. Kira's blockade of ships is no match for the more powerful Romulan *Warbirds*, yet her unflinching resolve to stand her ground and defend her planet earns her the respect of the Romulans and the Federation.



▲ The crew of the lead BAJORAN ASSAULT VESSEL trust Colonel Kira's judgment.



▲ Kira Nerys has every intention of maintaining the blockade against the Romulan ships.

ROMULAN FACTS

▼ The Romulan delegation that visits Deep Space Nine in 2371 is led by Ruwon, who is joined by a female named Karina.

▼ The Romulans stockpile approximately 7000 plasma torpedoes at their hospital complex on the Bajoran moon Derna.



FILE 20 U.S.S. ENTERPRISE NCC-1701

U.S.S. ENTERPRISE NCC-1701

DECKS 1-23

DECK LOCATOR

The U.S.S. *Enterprise* NCC-1701 is made up of 23 separate decks, all of them equipped with advanced technology and facilities.

The U.S.S. *Enterprise* NCC-1701 is a **Constitution**-class vessel, designed and constructed at the orbital **San Francisco Ship Yards** and launched in 2245. Innovations from such renowned scientists as **Professor Richard Daystrom** allow the manufacture of revolutionary control systems and refinements in warp technology that combine to produce a class of ship that for decades to come plays a significant role in the exploration of the **Alpha Quadrant**. The U.S.S. *Enterprise* NCC-1701 is, for many years, **Starfleet**'s flagship vessel, and while it undergoes an extensive refit in 2270, the overall layout of the vessel remains unchanged throughout the commands of **Captain Robert April**, **Captain Christopher Pike**, and **Captain James T. Kirk**.

The original *Constitution*-class vessel has an overall length of 289 meters, with a total of 23 decks arranged within the main **saucer section**, connecting dorsal column and engineering hull. A series of interconnecting **turbolifts** allows



The U.S.S. *Enterprise* NCC-1701 is composed of a saucer section, engineering hull, and two outlaying warp nacelles. The **CONSTITUTION**-class ship has 23 decks, which house such vital features as warp engines, sensor arrays, transporters, weapons, sickbay, crew quarters, and facilities for off-duty crew to use.

fast access to all parts of the ship, running in both vertical and horizontal planes of travel throughout the different sections.

Deck by deck

The configuration of the dorsal support connecting the saucer section to the engineering hull leads to Decks 7 through 11 being shared with both the dorsal and the saucer section, although the first six decks are located solely within the saucer section.



The bridge of the **CONSTITUTION**-class U.S.S. *Enterprise* NCC-1701 is far more compact than those of later Federation starships. Nevertheless, the facility features all of the stations and controls needed for the ship to undertake its five-year mission of scientific exploration and discovery.

All levels below Deck 13 are contained within the engineering hull.

Deck 1 houses the main bridge, a modular unit designed to be partially or completely replaced as new technologies are developed. The main bridge, featuring the familiar Starfleet circular layout, is the control center for the entire vessel, and includes such work stations as navigation, helm, communications, engineering control, and the main science station. The captain's chair is situated in the direct center of the compact bridge, allowing him to communicate freely with all duty crew and have an unobstructed view of the forward viewscreen.

Center of command

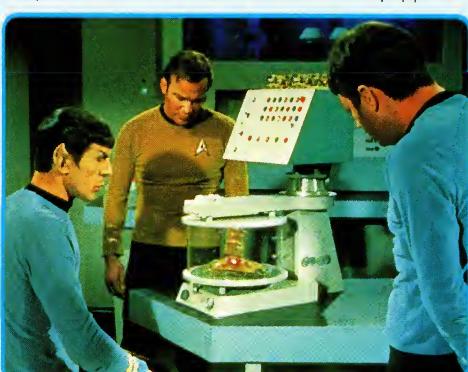
Unlike later Starfleet designs, there is no ready room or conference facility adjoining the main bridge. Deck 1 is connected to the rest of the *Enterprise* via the main turbolift, which is accessed through orange sliding double doors at the rear of the bridge. Directly below Deck 1 on Decks 2 and 3, are a minimum of 14 science laboratories; one of the primary functions of the *Enterprise*'s five-year mission is to undertake scientific discovery and exploration. A number of specialized teams can work within these adaptable laboratories, which can be equipped



The bridge, also designated as Deck 1, is situated centrally at the very top of the U.S.S. *Enterprise*'s saucer section.



Crew quarters are somewhat restricted in size, although officers are free to decorate them as they see fit.



The U.S.S. *Enterprise* has at least 14 science labs which can be used to conduct specialized scientific studies.





U.S.S. ENTERPRISE NCC-1701 DECK LOCATOR



► The U.S.S. ENTERPRISE's sickbay on Deck 7 has a vast medical database and a number of biobeds to monitor patients.

with mission-specific equipment as required. Deck 3 houses the main life-support systems for the ship, in addition to laboratories.

The majority of the crew quarters are concentrated within three decks of a *Constitution*-class vessel, although there are additional quarters within the engineering hull. Decks 4, 5 and 6 are dedicated to the crew's private living space. The captain's quarters are located on Deck 5, allowing him to reach any part of the ship with a minimum of effort. The officers' quarters typically consist of a relatively small, single-interior room with a simple bed, storage areas, and separate bathing facilities. None of the crew's quarters appears to feature exterior windows looking out to space, unlike the rooms aboard later *Galaxy*-class ships.

Dorsal facilities

Deck 7 is the first deck on the connecting dorsal spine, and contains a number of vitally important facilities for the crew. Deck 7 houses sickbay, consisting of the main treatment room, the chief medical officer's office, and a pharmacy. Located in close proximity to the main turbolift network, this permanently manned facility can dispatch a team to an injured crew member extremely quickly. The main personnel **transporters** are located on Deck 7, very close to both sickbay and the briefing room. Visiting dignitaries can commence meetings aboard the vessel as soon as they arrive, or be received at formal events if the *Enterprise* is hosting an ambassadorial function.

Core access to the main computer is gained on Deck 7, allowing repair or adjustments to the **duotronic** systems. Located at the rear of Deck 7 are the main impulse engines for the *Constitution*-class vessel, situated port and starboard of the upper dorsal connector. Deck 8 contains the main galley, which is used for food preparation, and is also the location of both recreational facilities and the laundry. A second



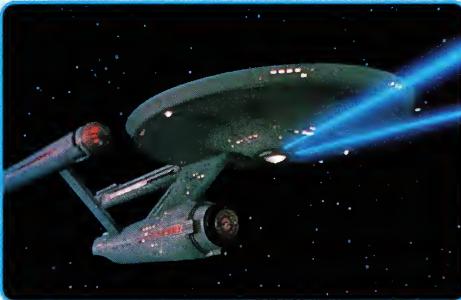
► Deck 7 also houses the ship's transporter room, containing both transporter pads and their control console.

life-support control system is located on Deck 8, typifying Starfleet's use of redundant backups for sensitive systems.

Decks 9 and 10 are dedicated to the storage of freight and cargo, while the very bottom of the saucer section is formed by the **phaser** controls on Deck 11. Deck 12 houses the **inertial damping system** and an observation deck, continuing on Deck 13 directly below, which contains the main dorsal interconnections with the upper section of the engineering hull.

Engineering

Deck 14 is the uppermost deck within the engineering hull. It provides the primary area for storing water aboard the starship, as well as housing engineering support. Decks 15 and 16 contain the huge deuterium fuel storage tanks, with the forward section of Deck 16 forming the upper part of the forward facing main sensor dish. Deck 17 is the only other deck dedicated to crew quarters, most of which are involved with the various engineering systems. Deck 18 houses the power distribution subsystems, which are fed from Main Engineering, directly below on Deck 19. The primary **matter/antimatter reaction chamber** is located within Main Engineering, with main conduits feeding the **warp nacelles** through the nacelle pylons, a number of decks above. The rear of Deck 19 houses the main hangar and shuttlebay, terminating in the familiar circular hatch, which allows entrance and exit of shuttlecraft to the *Enterprise*. The front of



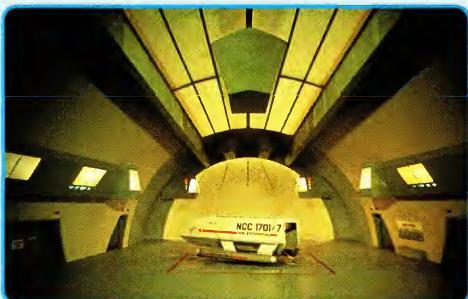
► Deck 11, situated at the lowest point of the U.S.S. ENTERPRISE's saucer section, houses the ship's main phaser banks.

Deck 19 offers direct access to the main deflector dish, while the rear of Deck 20 is used for shuttlecraft maintenance.

Deck 21 forms the lowest part of the main deflector dish mounting forward, while the rest of the deck consists of further redundant life support systems, and a series of additional cargo bays for bulk storage. Deck 22 is wholly dedicated to cargo, while the lowest deck, Deck 23, contains the **antimatter storage pods**, which are deliberately situated as far away from inhabited areas of the ship as possible, in case of emergency. The *Enterprise* is designed to offer long-term comfort to its personnel, a Starfleet design philosophy which promotes efficiency within the crew.

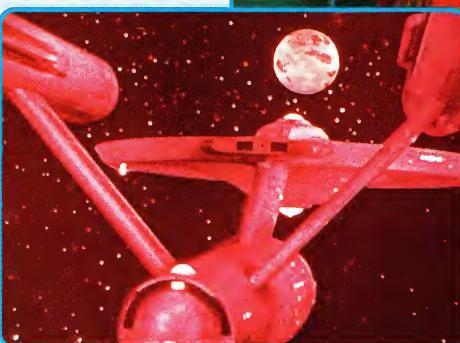


► Main Engineering on Deck 19 is a large facility, with work stations spread across two levels. An angled staircase allows the upper level to be accessed by the crew.



► The aft section of the engineering hull is dedicated to the U.S.S. ENTERPRISE's shuttlebay. This massive facility is accessed from space by a pair of clamshell doors.

► The U.S.S. ENTERPRISE's main impulse engines are located on Deck 7, at the rear of the saucer section on either side of the dorsal spine that links the two hulls. The shuttlebay doors at the rear are a noticeable feature of the vessel's exterior.



► The matter/antimatter reaction chamber glows with an intense light when in operation, and is visible through a protective screen in Main Engineering.



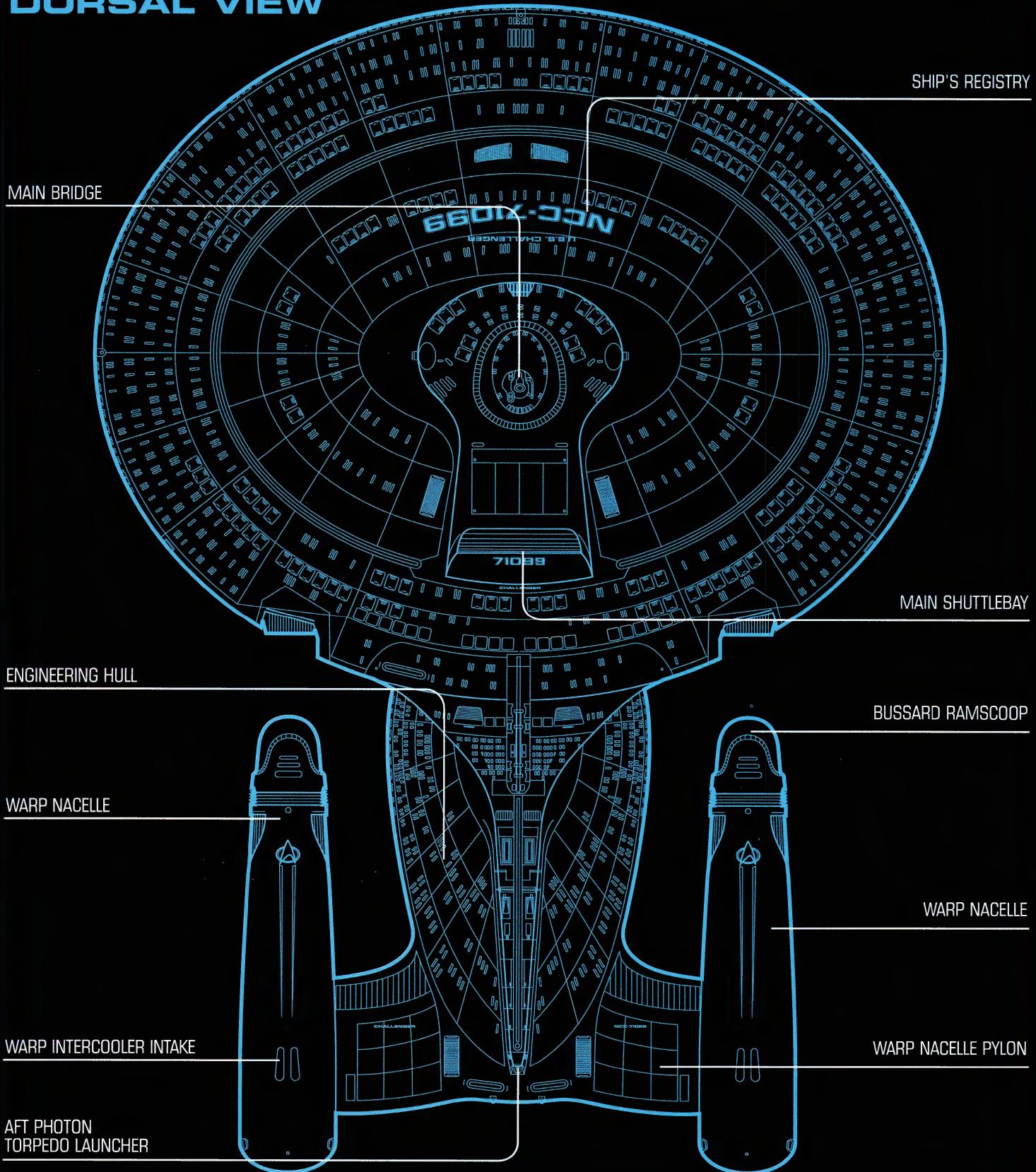
FILE 31 OTHER FEDERATION STARSHIPS

TYPE:
GALAXY-CLASS STARSHIPREGISTRATION No:
NCC-71099

NAME:

U.S.S. CHALLENGER

DORSAL VIEW



FILE 31 OTHER FEDERATION STARSHIPS

TYPE:
GALAXY-CLASS STARSHIPREGISTRATION No:
NCC-71099

NAME:

U.S.S. CHALLENGER

In an alternate future, Chakotay and Harry Kim encounter the **U.S.S. Challenger NCC-71099**, a Galaxy-class vessel commanded by Captain Geordi La Forge.

In 2375, the crew of the **U.S.S. Voyager NCC-74656** try to use **slipstream** technology to speed their return home to the **Alpha Quadrant**. The experiment is a disaster, and leads to the creation of an alternate future timeline experienced only by **Ensign Harry Kim** and **Commander Chakotay**. The events that follow are entirely conjectural, yet the existence in this alternate timeline of the **Galaxy-class U.S.S. Challenger NCC-71099** does little to contradict previously observed **Starfleet** patterns of development.

Long service records

At the point when the alternate timeline is created, Galaxy-class vessels such as the **Challenger** have been in production since 2363, and once included the flagship **U.S.S. Enterprise NCC-1701-D**.

The **Enterprise NCC-1701-D**. The Galaxy class is superseded by the **Sovereign** class in 2373. As the average active service life of a Starfleet vessel is at least 30 years, however, it is entirely possible that the **Galaxy** class will continue to be upgraded until the eventual retirement of the design, and that this class of ship will still be in service in 2390.

Externally, the **Challenger** more closely resembles the **Galaxy** class vessels of the regular timeline than the refit **Enterprise** previously encountered in **Q's anti-time future**. No major structural modifications or additions appear to have been made to the ship. Refinements have taken place in the control interfaces on all vessels of this era, making the controls on **Intrepid**-class vessels appear "clumsy" in comparison, although the majority of the ship's functions appear the same. **Galaxy**-class vessels are still capable of initiating audiovisual communication, and the captain has

the ability to personally address an individual from the comfort of his modernized command station.

The **Challenger** can be detected by the long-range sensors of the stolen **Delta Flyer**. For a short time, the scanners on the **Galaxy**-class ship are confused by the smaller vessel entering a low orbit and remodulating its shields, but eventually the sophisticated systems of the future vessel detect its target.

The **Challenger** is a fast ship that can easily outrun the more maneuverable **Delta Flyer** at sublight speeds, quickly overwhelming its shields with a **phaser** burst to the engines. Its powerful tractor beam has the ability to lock the fleeing ship into place, overcoming the full thrusters of the enhanced Starfleet shuttle. Despite the great power of the **Challenger**'s tractor assembly, the **Delta Flyer** temporarily disables the beam by sending a plasma surge through it. Although this causes an overload in the **Delta Flyer**'s **warp core matrix**, leading to the eventual destruction of the shuttle.

As well as giving an insight into the future of starship development, this alternate timeline suggests that a promotion lies in store for a renowned Starfleet officer, as **Challenger**'s captain is **Geordi La Forge**. The former chief engineer of the **U.S.S. Enterprise NCC-1701-D** finds himself undertaking a mission to track down and recover the **Delta Flyer**, and prevent a **temporal incursion** which could alter history.

Harry Kim and Chakotay face two counts of high treason over the theft of **salvage component 36698**, a **Borg Temporal transmitter** retrieved from the wreckage of a **Borg scout ship** in the **Beta Quadrant**. In order to travel to the last known location of the crashed **Voyager**, Chakotay and Kim also steal



In the alternate timeline experienced by Commander Chakotay and Ensign Harry Kim, Geordi La Forge has been promoted from chief engineer to captain of the **U.S.S. CHALLENGER NCC-71099**.

the **Delta Flyer**. They intend to travel back in time, alter the timeline, and 'save' the lives of 150 of their crewmates, who died when **Voyager** plunged into an icy grave. Captain La Forge is equally determined to protect the past and present of his crew, and preserve the **Federation**'s current stability.

Fight to the end of time

Captain La Forge follows prescribed Starfleet tactics in tracking down the stolen craft, attempting to use his easy-going style to avoid conflict as much as possible. He challenges the **Delta Flyer** with an initial hail, and requests Chakotay shut down the impulse engines and lower shields. La Forge realizes very quickly that he must use all the power available to the **Challenger** to successfully carry out his orders. The **Delta Flyer** is disabled and, when the warp core begins to overload, La Forge again attempts to save the lives of Chakotay and his accomplice **Tessa** by beaming them off the doomed ship. The couple decline the offer, buying Kim vital seconds with which to change history. His success appears to bring an end to this alternate timeline, making it uncertain if the **Challenger** and its crew will ever actually exist.



The **U.S.S. CHALLENGER**'s saucer section lacks the large weapons array seen on the dorsal hull of **GALAXY**-class vessels in certain other alternate future timelines.



As with **GALAXY**-class starships in the prime universe, the **U.S.S. CHALLENGER**'s name is emblazoned across the dorsal hull of the vessel's saucer section.



STARFLEET ACADEMY

STARFLEET DEPARTMENTS

SECTION 31

A covert, autonomous Starfleet department might be deemed incompatible with the principles on which the United Federation of Planets is based, but Section 31 is an obscure reality.

Section 31 is the official designation of a clandestine unit that has existed for as long as the Federation. As is the case with the Romulan Tal Shiar and the Cardassian's Obsidian Order, it is ruthless and autonomous, and works outside the Federation's standard operating procedures.

The select group of operatives that form Section 31 are charged with searching out and identifying potential dangers to the Federation's survival, and then dealing with them. They have no base, no tangible headquarters – the reams of information they have amassed exist only in their minds.

Without authority

Section 31 does not submit reports or seek approval for specific operations. It is not accountable to anyone, which makes its agents judge, jury and executioner. In its own way, however, Starfleet sanctions the organization by refusing to acknowledge or deny its existence. The official line is that the upper echelons are appalled such a group might exist; unofficially, someone at Starfleet Command is protecting it and buries any investigation.

The group's activities are even condoned by essentially decent people such as Admiral William Ross. He supports and abets an operation on Romulus in mid-2375 because he believes that the ends sometimes do justify the means. As Ross puts it: "In time of war, the law

► In 2375, Section 31 operative Luther Sloan joins Dr. Bashir and Admiral Ross on a mission to Romulus. Sloan, mingling with guests aboard the U.S.S. BELLEROPHON, gives his name as 'Wendell Greer.'

falls silent." Others, however, can only see an organization that claims to protect the principles of the Federation, but in reality violates them as a matter of course.

Section 31 is ruthless in pursuit of its agenda. In response to the war between the Federation and the Dominion Alliance in the mid-2370s, it engineers a debilitating virus that attacks the shapeshifting Founders, then deliberately infects Deep Space Nine's Chief of Security Odo to use him as a carrier. The Federation Council claims to abhor this attempt at genocide, but they are quite content to benefit from its ingenuity: when presented with the cure, they decide not to give it to the Founders.

By any means

It is later calculated that the virus operation would have involved at least 73 people, from doctors and clerks to security officers and admirals. One or more of these operatives steps in and expertly fakes a medical report

► Section 31 are responsible for synthesizing the disease that infects the Dominion's Founders. They are exposed to it through their link with Odo, who was infected during a visit to Earth in 2372.



three years later, when Dr. Julian Bashir attempts to get the results of Odo's physical in an effort to cure the Changeling.

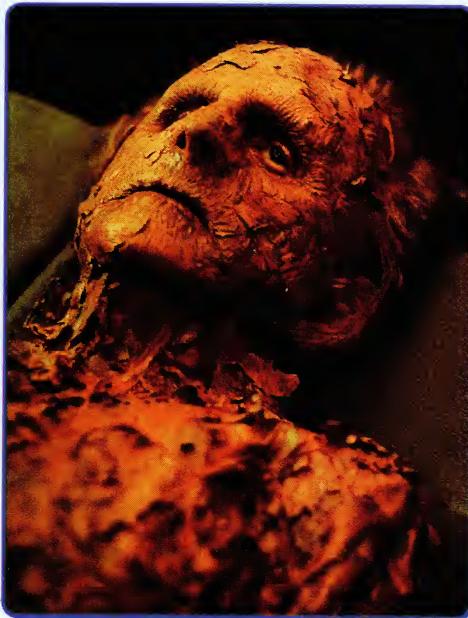
Certainly, those who belong to Section 31 are virtually fanatical in their devotion to the group. They believe themselves to be exceptional people who put their own ambitions second to the best interests of the Federation. Their dedication is proven by the use of neuro-depolarizing devices placed in their brains, enabling them to commit suicide if they are captured or forced to compromise the organization's anonymity.

Knowledge is key

Section 31 is built on knowledge. Its agents are thoroughly briefed and adopt meticulously-prepared identities to perform their missions. The group has also placed agents and spies amongst their enemies, including the chairman of the Tal Shiar on Romulus, Koval. They are privy to political information from the Klingon homeworld of which even Chancellor Martok is unaware. They even have an agent inside the cabinet of Federation President Jaresh-Inyo. Operatives can cite anything from highly personal details about Starfleet officers and their histories, to confidential reports from liberated prisoners of war.

Equally, the organization thrives on spreading disinformation. They cultivate Koval's anti-Federation reputation to help disguise his status as a double agent. They also mislead unwilling operatives as to their real aims: when Dr. Bashir is sent to the joint Federation-Romulan conference in 2375 on Section 31's behalf, he believes he is simply there to gather data on the Romulan leadership.

Additionally, Section 31 is equipped with the latest technology developed by the Federation, such as a relay placed behind the ear that records neurosynaptic responses. It also has apparent access to advances that have not yet been announced, including transporter beams that leave no residual trace or record in security logs, and devices that are able to completely

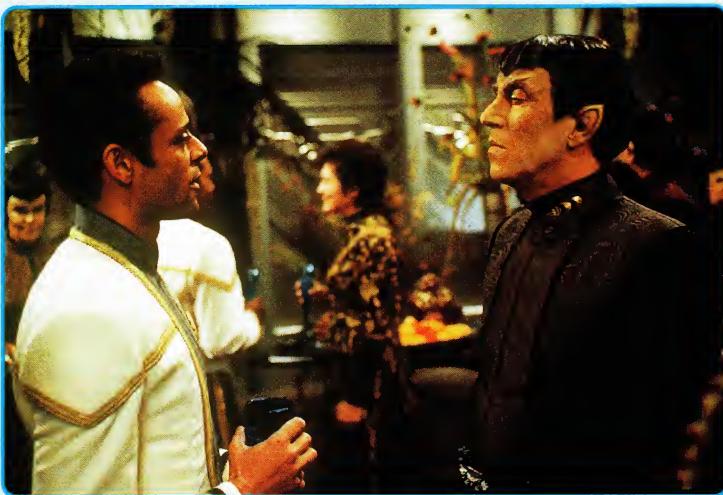


► Should they ever be captured, or placed in a compromising position, Section 31's operatives are able – and willing – to end their lives by activating a neuro-depolarizing device embedded in their brain.





SECTION 31



secure a room from outside communication.

This sub rosa group occasionally mounts characteristically cunning operations to win new recruits to its cause. As Bashir discovers in 2374, they are willing to kidnap Starfleet officers and subject them to highly stressful **holosimulations** to test the potential recruit's loyalty to the Federation. This is all accomplished with typical attention to detail – the portrayal of friends and colleagues in the **holoprogram** is almost faultless.

Ideal candidate

The doctor's genetically-engineered brain makes him an attractive prospect to Section 31. He is intelligent, resourceful, and fascinated by solving mysteries, as evidenced by his secret agent **holosuite** programs. The operative sent to evaluate him, **Luther Sloan**, reveals that Bashir was targeted because he is also a decent human being. The group believes that the Federation needs men of conscience – but at the same time, they are also the reason the secret organization exists. Someone has to protect men like Bashir from a universe that does not share their sense of right and wrong.

Section 31 claims to see the big picture. The Romulan operation is a precautionary measure,

taken because the group believes that the **Romulan Star Empire** will only be a Federation ally for as long as the **Dominion war** rages. Post-war, they expect the **Cardassian Union** to be occupied and the Dominion to have been forced back to the **Gamma Quadrant**. The **Klingon Empire** will take at least a decade to recover from the punishment it has taken during the war. That will leave the Romulans and the Federation to vie for control of the **Alpha Quadrant**. Section 31 is planning for a future war even as one is waged around them.

Concealed existence

The group is also scrupulous when it comes to covering their tracks. In the event of a plan going wrong, operatives are quick to control the damage. For instance, Section 31's existence is actually revealed by Bashir to the Romulan **Senator Cretak**, and not long after to the Romulan Star Empire's powerful **Continuing Committee**.

Through the quick work of Koval, however, Bashir's stories of a covert organization are 'revealed' to be nothing more than the ravings of a rogue Starfleet intelligence officer named Sloan, who is captured by Koval and then apparently vaporized. Section 31 has once more

Dr. Bashir is enlisted by Section 31 in 2375 and told to carry out a reconnaissance operation while attending a conference on Romulus. Sloan instructs him to "take the pulse of their government."



Luther Sloan believes that Dr. Bashir's genetically enhanced mind makes him an ideal candidate for membership of Section 31.

Section 31 make use of holodeck simulations to ascertain whether individuals such as Dr. Bashir are suitable to be recruited into its ranks.

covered its tracks. The fact that Senator Cretak, an innocent woman, is incriminated and imprisoned means nothing to them.

Most Federation citizens who stumble onto Section 31's existence believe that it is a blot on the Federation that must be removed. The organization nevertheless survives, as it always has, and continues to furtively carry out its duty.

SECTION 31 FACTS

- Section 31 was part of the original **Starfleet** charter put in place in the 22nd century. The organization has been operating autonomously on behalf of the **Federation** ever since that time.
- When activated, the **neuro-depolarizing devices** placed in the brains of Section 31 operatives cause the individual's head to twitch, and blood to trickle out of their ears. Even with the benefit of immediate medical attention – and full life support – higher cortical functions will fail within just one hour, leading inevitably to death.



Section 31's actions on the planet Romulus in 2375 are brought to light at an executive session of the Romulan Continuing Committee. Romulan Senator Cretak reveals her knowledge of Section 31's plot to assassinate Chairman Koval, which is corroborated by Starfleet's Dr. Julian Bashir.



The Romulans succeed in capturing Section 31 operative Luther Sloan, fully exposing the covert organization's assassination plans. It is a rare occurrence for such an experienced agent to be captured, but despite his injured appearance, Sloan has plans to escape, otherwise he would have ended his own life.



Data's Holographic Poker Partners

Lt. Commander Data's ongoing examination of the human condition leads him to create holographic representations of three of human history's finest scientific minds, all gathered around a poker table.

For most of the *U.S.S. Enterprise NCC-1701-D* senior crew, the weekly poker game convened in **Commander William T. Riker's** quarters gives them a chance to relax and socialize with colleagues outside of a work situation. For the android **Lt. Commander Data**, however, the sessions provide valuable insight into the changeable emotions and interaction of the human beings he seeks to emulate.

It is logical, therefore, that Data chooses to further his study of human behavior by setting up his own poker game on the **holodeck**. The program even recreates Riker's quarters, complete with low overhanging lamp. Data wears a dealer's visor, adding a further touch of authenticity.

The android decides to incorporate into the program three of Earth history's greatest scientific minds: Sir Isaac Newton, Albert Einstein, and Professor Stephen Hawking. Data is curious to see how these giant intellects will relate to each other, and hopes that they can bring him some deeper insight into the nature of humanity.

Father of astronomy

Sir Isaac Newton is portrayed in middle age. He wears a simple white smock with brown vest, topped off by a flowing wig of curls. He was the second person to hold the esteemed position of Lucasian Professor of

Mathematics at Cambridge University in England, from 1669 to his death in 1727. His contribution to science was immense: he defined the laws of motion and universal gravitation, establishing the movement of planets and stars. He also discovered integral and differential calculus, and constructed the first reflecting telescope.

Angered

The holographic Newton is a surly, egotistical fellow. He is outraged when Data dares to suggest that the famous story of Newton discovering gravity after an apple fell on his head is apocryphal. He sees it as the most momentous day in the history of science, and goes on to claim he invented physics.

The second of Data's poker partners, Albert Einstein, is also represented in his later life, with the popular image of unkempt white hair and shapeless brown jumper. This is

DATA'S POKER PARTNERS

NAMES: Sir Isaac Newton, Albert Einstein, Professor Stephen Hawking

STATUS: Three of humanity's greatest scientific minds, recreated by Data as holodeck characters.

PURPOSE: To engage in games of poker with Data. The program also has the additional benefit of providing stimulating conversation and debate between the three geniuses.

YEAR OF ACTIVATION: 2370

FIRST SEEN: 'Descent', Part I [TNG]

actually some years after his most famous discoveries. He seems a little bemused by his presence on the *Enterprise*, but plays the poker game with gentle good humor.

In the first few years of the 20th century Einstein

expanded upon Newton's basic theories, culminating in the publication of his 'Special Theory of Relativity.' He established that the laws of physics and

OTHER CARDS IN THIS FILE...

- 1 THE HOLOGRAPHIC DOCTOR
- 2 PROFESSOR MORIARTY
- 7 VIC FONTAINE

SEE OTHER FILES...

STAR TREK: THE NEXT GENERATIONFile 69



▲ Data regularly joins in the traditional poker matches aboard the *U.S.S. ENTERPRISE NCC-1701-D*, and even enjoys his own holographic games with historical figures.

speed of light remain constant, and also expressed the parity of mass and energy with the equation $E=mc^2$ (energy equals mass multiplied by

GREAT MINDS AT PLAY

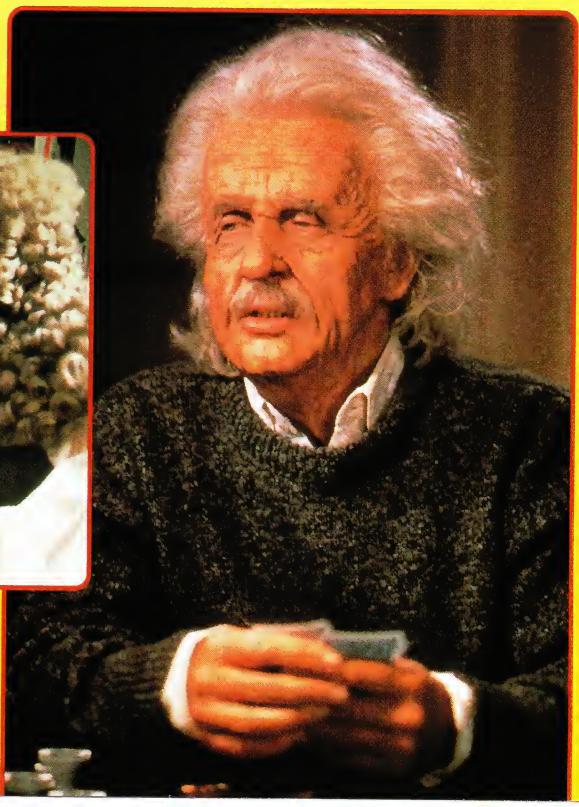


★ The chips are down

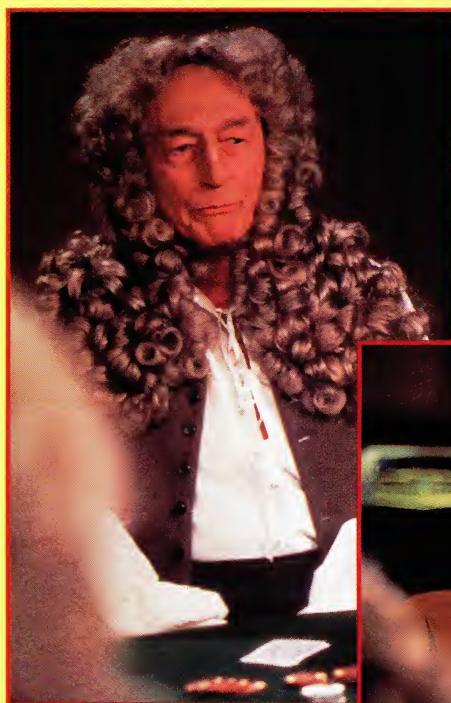
Data assembles some of Earth's greatest scientific minds to play poker with him in the holodeck.

★ Likeable

The holographic Albert Einstein proves to have a winning sense of humor and a genial personality.



Data's Holographic Poker Partners



★ **Easily irritated**
Sir Isaac Newton is the only member of the holographic trio to not enjoy the poker match. He also proves to have something of a volatile personality, and is easily angered by his opponents efforts to engage him in conversation with cards on the table.

★ **Intrigued**

Data finds the interaction between Newton, Einstein, and Hawking fascinating, especially when their cordial game of poker descends into banter, and, in Newton's case, bickering. The experience proves to be an "illuminating" one for the android.

the velocity of light squared).

Lastly, the holographic Professor Stephen Hawking is represented as being about 50 years old, a number of years after he came to public attention with the publication of his book 'A Brief History of Time.' He is confined to a wheelchair by motor neurone disease and uses a speech synthesizer, controlled by a switch in his hand that is attached to a small portable computer, to articulate his thoughts.

20th-century genius

Like Newton before him, Hawking held the Lucasian Chair at Cambridge during the late-20th and early-21st centuries (in an alternate future experienced by Captain Jean-Luc Picard in 2370, Data himself held the chair, which may explain his interest in its previous incumbents). Hawking is esteemed, even four centuries after his death, for his work on the basic laws governing the universe. He demonstrated that general relativity was unified with quantum theory, affecting how science viewed such concepts as the birth and continuing expansion of the universe.

These three holograms are

programmed to accurately depict the real people on whom they are based, and interact just as those scientists would if they had somehow been brought to the same table. Each accepts the apparent absurdity of playing poker with an android on a 24th-century

"I don't even know why I'm here in the first place. What is the point of playing this ridiculous game?"

— A cranky Sir Isaac Newton questions Data

starship without a problem, but they nevertheless react within their own limitations.

The dynamic between the four players is intriguing. Hawking and Einstein are on friendly, first name terms – unsurprisingly, since Hawking built on Einstein's body of work, showing that the 'General Theory of Relativity' implied space and time began with the Big Bang, and would end with black holes. Einstein is also the peacemaker, prudently suggesting they return to the game when Newton's temper flares.

The irascible Newton is thoroughly unimpressed, preferring to maintain a haughty distance from proceedings. Data himself appears to be a little lost among such distinguished company, but makes polite conversation.

Joking and poker

Hawking tells one evidently amusing anecdote to which the punchline is: "But then I said, in that frame of reference the perihelion of Mercury would have precessed in the opposite direction." Einstein is heartily amused by this because of his understanding of the "relativistic curvature of space-time." Newton is characteristically dour – despite the concept being many years

ahead of his time, he insists Data is patronizing him when the android attempts to explain.

The poker skills of the players vary. Newton claims to not see the point of playing such a "ridiculous game," but nevertheless looks peeved when he loses. His bad temper and desire to get the game over with could be a reflection of his inability to win.

Einstein has the largest pile of chips piled in front of him, but appears unable to keep track of the wagers, despite his mathematical expertise. Hawking is also a keen player, using a remote-controlled robot arm to hold his poker cards in play. When it comes to a showdown between the two – after Hawking raises the stake by 50 and forces Data and Newton to fold – Einstein is certain his friend is bluffing. Hawking, however, holds four sevens in his hand and wins the round.

This poker game with a difference reaches a premature conclusion when Data must respond to a red alert, forcing him to assume his station on the bridge. He tells his new holographic friends that they will continue another time. He declares he has found the exercise "illuminating," and no doubt continues to find it so in the future.

GAMES OF REALITY

Flesh and blood players

Data's first exposure to the centuries-old human game of poker comes in 2365, when he joins what becomes a regular Thursday evening gathering of many of the senior staff in Commander Riker's quarters. The game becomes an important aspect of Data's life aboard the U.S.S. Enterprise NCC-1701-D, and he explains that he finds it "a useful forum for exploring different facets of humanity."

Deal

Worf is one of the regular players in the games of poker aboard the U.S.S. ENTERPRISE NCC-1701-D.

Human skills

Data quickly discovers that his mathematical skills are of little use to him in poker – he has to learn how to bluff.





Vic Fontaine

Visitors to Earth's Las Vegas in the mid-20th century could expect to be entertained by such singers as Frank Sinatra, Dean Martin, and Vic Fontaine. Vic's talents are revived in a 24th-century holoprogram, and the performer even acquires his own 'rat pack' on *Deep Space Nine*.

On Stardate 51408, Dr. Julian Bashir activates a revolutionary new **holosuite program** which recreates a plush, mid-20th century Earth casino and nightclub called **Fontaine's**, located in Las Vegas. Its owner is a stylish, middle-aged singer named **Vic Fontaine**.

Designed by Bashir's friend **Felix**, Vic Fontaine interacts with program visitors in a standard fashion, but differs from most other commercially available holosuite characters by having an awareness of his holographic status; he describes himself as "a collection of photons and forcefields."

It later transpires that Vic is also able to maintain control over his own manifestations and that of other program elements, tap into station **Deep Space Nine's** communication lines, and appear outside of his designated holosuite,

although only while his program is running. This self-awareness does not affect Vic's ability to maintain period sensibilities in keeping with his suave and knowing personality.

The original Vic Fontaine, on whom the program is based, knew the other top entertainers of his day, and his holographic counterpart has a fondness for relating anecdotes involving such leading mid-20th century Earth crooners as Dean Martin and Frank Sinatra. He notably contributed to losses of \$15000 when the trio played blackjack in another Las Vegas resort, The Sands.

Insight

Vic is a particularly astute judge of character and relationships, noting on their first meeting that **Chief Miles O'Brien** pines for his absent wife, and that **Worf** and **Jadzia Dax** are married. He also sums up perfectly the nature of **Chief of Security Odo**'s relationship with **Major**

PROFILE ON VIC FONTAINE

NAME: Vic Fontaine

LIFE FORM: Sentient holographic representation of a human male.

STATUS: Club owner and singer.

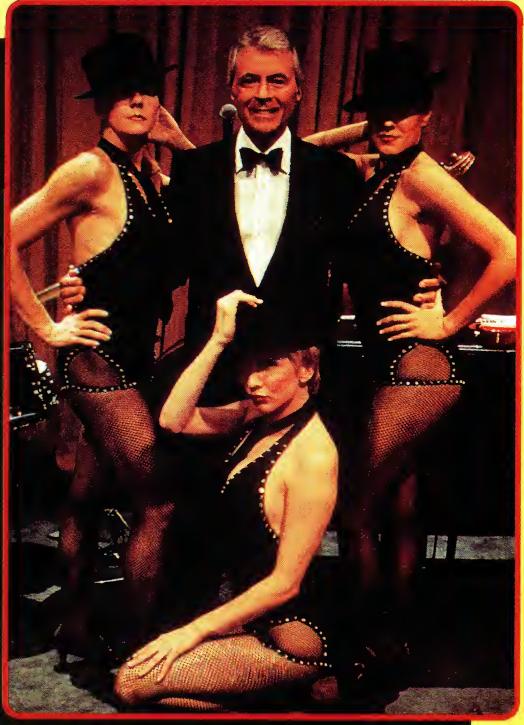
CREATOR: Felix, an associate of Dr. Julian Bashir's.

BECAME OPERATIONAL: 2374

FIRST SEEN: 'His Way' (DS9)

LAST SEEN: 'What You Leave Behind' (DS9)

Vic Fontaine proves to be an immensely popular holosuite program aboard DEEP SPACE NINE, and his talents are enjoyed by many of the senior staff.



Kira Nerys. It is Odo and **Ensign Nog** who come to benefit most from Vic's blend of charm and astuteness.

Odo has for some time loved Kira from afar, but is aware that she sees him as

nothing more than a close friend. Vic recognizes this, and is happy to offer Odo tips and advice. His preliminary assessment is that the Changeling must loosen up, inveigling him into miming a performance

of 'Come Fly With Me' on an automatic piano, and then basking in the resulting applause. Vic subsequently takes Odo out on a double date and introduces him to a seductive Kira hologram.

Matchmaker

When all else fails, the singer arranges a dinner date for the real Kira and Odo, without mentioning to Odo that he is no longer dining with a hologram. In the sanctuary of the holosuite, Odo reveals previously concealed passions, and Vic's deception directly results in Odo and Kira's relationship progressing to a more romantic level.

Vic's aid to Ensign Nog is equally effective. The young **Ferengi** has difficulty adjusting after losing a leg and being fitted with a

LOUNGE SINGER

★ Hitting the high notes
Vic's program provides a respite from the horrors of the Dominion war.

★ Crooner

Vic's repertoire is confined to Earth songs from the 20th century.



★ A full life
Vic helps Nog to rediscover the will to live after the young ensign loses a leg in battle.





Vic Fontaine



★ Thanks for the memory

Worf temporarily forgets his love of Klingon opera and demands that Vic sing Jadzia Dax's favorite song, 'All the Way,' to remind him of his deceased wife.

★ Mob rule

An unforeseen addition to Vic's program finds his club overtaken by the gangster Frankie Eyes.

functional equivalent. Nog chooses Vic's program as the location for his recuperation, and lives in Vic's quarters within Fontaine's. Vic is grateful for the companionship, and for his extended lifespan – he is rarely activated for longer than seven hours at a time – but the more regular existence brought about by Nog's residency also has its problems, particularly of the tax variety. Vic is astounded when Nog's financial expertise results in a tax refund, however, and encourages the Ferengi's ambitious plans for expanding Fontaine's. At the same time as planning the expansion, Vic supervises Nog's recovery, presenting him with an ornate cane but stressing its fragility, thus ensuring Nog's limping gait improves. He is not above reproaching Nog when necessary, though, particularly when Nog provokes a fight in the club. Vic even threatens to bar him from Fontaine's should there be a



repeat occurrence.

Vic's independent nature is paramount in Nog's recuperation. The singer enjoys his prolonged existence, but recognizes that for Nog to recover fully he must be expelled back into reality, and closes the program down himself. Vic manifests again without his accompanying program once Nog accepts he cannot restore it. Discussing Nog's fear of death, Vic points out that death is just as certain residing within a holosuite program, it merely approaches at a far slower rate, and thus prompts Nog's return to **Starfleet**.

Adviser

Vic's relaxed manner inspires confidence in those who seek out his astute advice. The crooner helps Dr. Bashir to persuade a previously reluctant **Ensign Walker** to have dinner with him. On a later occasion, when Bashir and **Quark** are brooding about Jadzia Dax in

★ Fond farewell

The DEEP SPACE NINE crew celebrate their last moments together on the station in Vic's.

for everyone's help in concocting a raid on the casino that removes Frankie.

Vic's rendition of standards from his era become favorites of several *Deep Space Nine* officers. Jadzia Dax is particularly fond of 'All the Way.' After her death, her bereaved husband Lt. Commander Worf is unable to cope with his grief. He begins to frequent Fontaine's as the only customer, listening to repeat performances of this one song until he can contain his emotions no longer, and begins wrecking the furniture.

Soothing songs

Vic also makes an audio recording of a set for Julian Bashir, which plays during a horrific battle to hold a former **Dominion** base. Nog has his leg amputated to the sound of Vic singing 'I'll Be Seeing You,' and later becomes obsessed with the tune. Vic has to regularly perform the song for him, one night running through every arrangement he knows. Other songs in Vic's repertoire include 'Come Fly With Me,' 'Here's to the Losers,' 'I've Got You Under My Skin' and 'You're Nobody 'Til Somebody Loves You'.

Near the end of 2375, Nog repays his debt to Vic by arranging for the singer's holosuite program to be perpetually active, in effect restoring him to life. It is at Fontaine's that *Deep Space Nine*'s senior officers hold their farewell party for O'Brien, Odo, and Worf, serenaded by Vic Fontaine singing a heartfelt version of 'The Way You Look Tonight.'

★ Unofficial counselor

Vic counsels Quark and Bashir when they realize that Dax is devoted to her husband Worf.

Fontaine's, the singer does his best to lift their spirits, despite the fact that Quark views Vic as a rival.

The depth of affection held by the *Deep Space Nine* officers for Vic is demonstrated when a hidden random element in his program causes him to be usurped by a childhood rival, now a gangster named **Frankie Eyes**. Only Frankie's removal will restore Vic's usual environment, but wiping the program to remove Frankie will also wipe Vic's memory. Vic is grateful

"Let me let you in on a little secret: if you act like a hero ... you are a hero."
— Vic Fontaine to Nog

FLESH AND BLOOD FONTAINE

Out of the Lounge

The mirror universe version of Vic Fontaine, first encountered in 2375, has little in common with the lounge singer that the *Deep Space Nine* crew know and love. This Vic appears to be a flesh and blood human, free of the holodeck's constraints. During a skirmish he enthusiastically brandishes two phaser weapons, but is shot down by the mirror Julian Bashir.



▲ Armed and free

The mirror Vic is an unkempt individual with two phasers.

► Explosive end

Vic is fatally shot at close range by the mirror Bashir.





Q's Fascination with Humanity

Q continually denounces humanity as savage, limited, and without prospects. He nevertheless revisits the race many times, drawn by the lessons the endlessly aspiring humans keep teaching him.

The first official encounter between the **Q Continuum** and the human race comes in early 2364, when the crew of the **U.S.S. Enterprise NCC-1701-D** are 'notified' that their kind have journeyed too far into the Galaxy. They are instructed to return to their own solar system or face the consequences. It is an unlikely beginning to the Q's ongoing fascination with humanity.

Continued interest

The massively powerful beings initially dub humanity as a dangerous and savage child-race. At various times their representative – an individual also known as **Q** – dismisses the species as worthless, a minor race in the grand scheme of things. He scorns their values and their efforts to grow and understand, and torments them with fantasy.

scenarios and dangerous situations.

The truth is that humanity impresses the Q during their **first contact**, engendering much debate within the Continuum. The Q realize that they are dealing with unusual creatures, and that in time, the race may develop. The human desire to learn and grow intrigues them, and they foresee that with each passing century the species will flourish, and may even come to rival the Q.

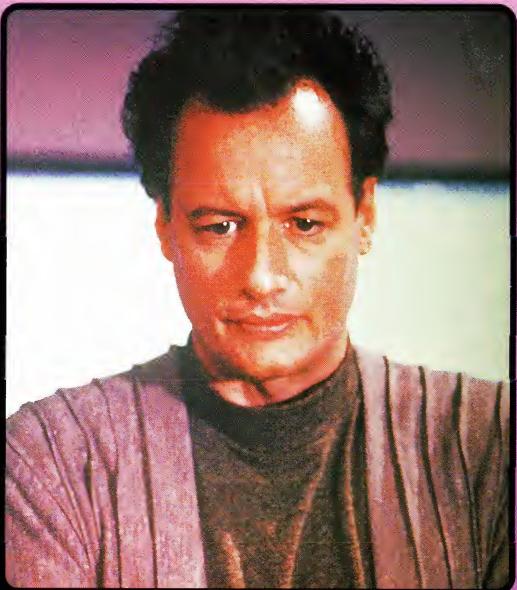
Comprehension

The Q's own evolution as a race has long since stalled, and they appear to be driven by the need to comprehend humanity's appetite for discovery. In 2365, Q offers **Commander William Riker**, first officer of the *Enterprise*, the opportunity to become one of them. Riker is initially tempted by the prospect of having

Q AND HUMANITY

INTEREST IN HUMANITY: The Q have interacted with humanity since at least the 17th century. The individual also known as Q becomes interested in the species when he interrupts the progress of the **U.S.S. ENTERPRISE NCC-1701-D** in 2364.

HUMAN FRIENDS: Q likes to think of captains **Jean-Luc Picard** and **Hathryn Janeway** as his friends, but they are never pleased to see him.



▲ **Q's fascination with humanity has prompted him to visit the crews of the U.S.S. ENTERPRISE NCC-1701-D, the U.S.S. VOYAGER NCC-74656, and station DEEP SPACE NINE.**

godlike powers, but in the end refuses this 'gift,' defying the nonplussed Q. Failing this, Q approaches the problem from the other side and asks to become a member of the *Enterprise* crew. He even offers to renounce his powers, but **Captain Jean-Luc Picard** turns him down flat. He eventually gets his way when he is expelled from

the Continuum and forcibly made mortal for a brief spell in mid-2366. He seeks sanctuary on the *Enterprise*, and learns something of the human condition from the android **Lt. Commander Data**'s selfless actions in protecting him from the vengeful **Calamarain**.

The Q are so captivated by humanity that some have even given up their

immortality willingly to live among them. Two Q assumed human form to visit Earth in the mid-24th century, and enjoyed the experience so much that they left the continuum permanently and conceived a child. The girl, named **Amanda Rogers**, grows up to be a Q herself, indicating a strong link between the two races, disparate as they

COMING BACK FOR MORE



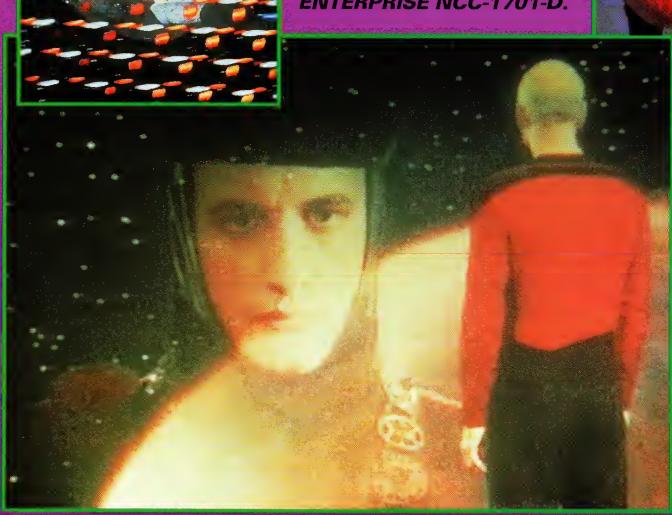
★ Trapped

Q uses an energy barrier to ensnare the **U.S.S. ENTERPRISE NCC-1701-D**.



★ Human hybrid

Q tries to get Amanda Rogers to throw off the shackles of humanity and join the Continuum.



★ Interest

Q's first meeting with the crew of the **U.S.S. ENTERPRISE NCC-1701-D** piques his interest in humanity, and he returns frequently thereafter.



★ Discovering humanity

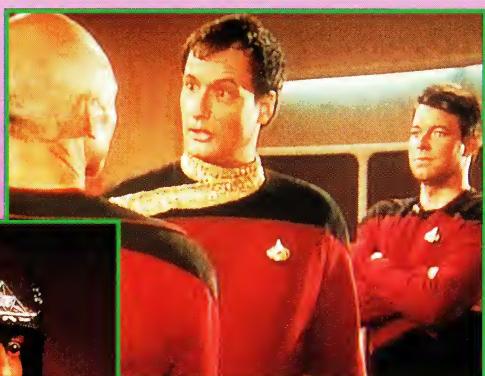
Lt. Commander Data is an unlikely source of information on the human condition when Q is stripped of his powers.



Q's Fascination with Humanity

★ High rank

When *Q* first appears in a Starfleet uniform in 2364, he deliberately chooses a rank higher than Captain Jean-Luc Picard's.



★ Historical knowledge

In 2364, *Q* presents himself as a drug-controlled military officer from Earth's 21st century.

are.

This attraction to humanity perversely proves threatening to some *Q*. Amanda's parents are killed in a freak weather 'accident' – in truth the intervention of the *Q*, who cannot abide the hybrid. They later track down Amanda, determined to destroy her as well if she is not fully *Q*. The odd anxiety that the virtually omnipotent *Q* have regarding humanity would appear unjustified, but it always bubbles away beneath the surface.

Superiority of humanity

Q often claims moral superiority over humanity. He puts the race on trial to answer for their barbarous past in 2364 and 2370, appointing himself judge, jury, and executioner. Captain Picard offers another theory, however: that the very thing that eludes the *Q*, for all their power, is a moral center. He argues that the Continuum has shown no evidence of being guided

★ Explorers

Q is sufficiently interested in Vash to ask her to join him on a journey of Galactic exploration.

by a superior moral code, or indeed any code at all. They see a glimmer of what they lack in the human race, and so cannot help but be fascinated. *Q* naturally rejects this out of hand, but his stony reaction might be interpreted as tacit agreement.

Various human qualities fascinate the *Q*. The ability to ask for help, to turn dependence on or attachment to another into a strength, or to resist personal gratification for the greater moral good, all prove highly diverting.

Likewise, individual humans appeal to the Continuum's "resident expert on humanity." Among them are Picard, whom *Q* views as a more evolved individual than the rest of his species;

★ Heat of the moment

On the advice of Captain Kathryn Janeway, *Q* mates with a female *Q* to begin a new era for the Continuum.



"Think of it ... our child will be like a precious stone tossed into a cosmic lake ... sending endless ripples of human conscience and compassion to wash up on every distant shore of the Galaxy ..."

— *Q* tries to convince Captain Kathryn Janeway to mate with him.

Captain Kathryn Janeway of the *U.S.S. Voyager NCC-74656*; and the archeologist Vash.

Q expects the latter to react with anger when he casts her as Maid Marian in his Robin Hood fantasy of 2367, but ends up admiring the gusto with which she throws herself into the part. He believes she is worthy of further study, and appears to gain as much from their subsequent trip around the **Gamma Quadrant** as she does.

Learning lessons

Part of the reason for the *Q*'s overwhelming preoccupation with the human race may be the lessons they continually learn from contact with them. Some of their humanity inevitably rubs off on *Q* each time he visits. Most notably, after Data protects him from the Calamarain, *Q* returns to the *Enterprise* to confess that the debt he feels he owes troubles him. It is an unexpected admission, given his previous attitude.

Q at one point even advocates humanity playing a very significant role in the future of the Continuum. When a *Q* civil war erupts in 2373, he suggests that mating with

Captain Janeway and bringing an infusion of human DNA, or new blood, into the Continuum might resolve the struggle. He clearly implies that a human being, a creature of limited power, could bring peace to the Galaxy.

Janeway refuses the pairing, but it is indicative of the changing attitudes of the *Q* toward human beings that it is considered in the first place. Ironically, given the *Q*'s absolute dismissal of the human race nine years earlier, it is *Janeway* who provides the key to restoring harmony in the Continuum when she suggests that *Q* and his long-term mate should produce their own offspring. A human mind finds the solution, and comprehensively demonstrates what it is that the *Q* find so intriguing about humanity.

Q tells Picard in 2370 that humanity's trial did not end in 2364. The Continuum were hoping that the race would show some scope for intellectual expansion, but they remain disappointed. Regardless of whether the *Q* will admit it or not, humanity's continual capacity to fascinate and educate them is very much at odds with this verdict.

Q AND THE CAPTAIN

Seducing 'Kathy'

After Captain Jean-Luc Picard, Captain Kathryn Janeway is the human that holds most interest for *Q*. In 2373 he returns to the *U.S.S. Voyager NCC-74656*, and more specifically Janeway's quarters. Using every romantic cliché in the book, *Q* attempts to mate with the captain, but she flatly turns down the invitation. *Q*, however, does not relent, and in a last-ditch attempt at romance he offers Janeway a puppy.



► Raising a glass
Q's attempts at seducing Captain Janeway fail despite his best efforts.

► Setting the mood
Q tries to encourage 'Kathy' Janeway to be the mother of his child.



'Egg' Probe

The *'Egg' Probe* is a highly complex and unique piece of equipment, designed by astrophysicist Dr. Paul Stubbs to record data from a once in a lifetime event — the neutronium decay that occurs during a stellar explosion.

Starfleet vessels routinely carry out scientific studies and expeditions, but on occasion the **United Federation of Planets** will offer the considerable services of a starship to renowned scientists carrying out extremely important or high-profile experiments. On **Stardate 43125**, **Captain Jean-Luc Picard** of the **U.S.S. Enterprise NCC-1701-D** is given such a mission, transporting the eminent **Dr. Paul Stubbs** to the **Kavis Alpha sector** so that he can fulfill a lifetime's work. The scientist brings with him a sensor palette specifically designed to carry out a single experiment. Stubbs has refined and tested the unit over a period of 20 years, and now affectionately refers to it as 'The Egg.'

Specialized equipment

The *'Egg' Probe* is a highly sophisticated collection of sensors and recording systems, built into a compact unit capable of navigation under its own power. Designed to be completely automatic, the *'Egg' Probe* does not carry any crew, and flies along a predetermined course after being automatically launched from a shuttlebay. Dr. Stubbs's mission is classed as critical astrophysical research by the Federation and is given the highest priority, as a great deal of time and effort have been spent in readying the probe for use.

Dr. Stubbs is primarily interested in studying the decay of **neutronium** expelled at relativistic speeds from a massive stellar explosion, a huge release of energy which is potentially very dangerous. A **Galaxy**-class starship is needed to transport the doctor and his *'Egg' Probe*; more importantly, it offers enough high-level computing power to handle the huge amounts of data and telemetry transmitted by the probe while it is engaged in scanning the ejected neutronium.

The test site chosen by Dr. Stubbs is a binary star system in the Kavis Alpha sector, and is selected for two main reasons. Firstly, the smaller neutron star's intense gravitational pull sucks up star material from the much larger red giant in its vicinity. It then builds up this matter on the neutron star's surface until it eventually explodes, releasing an amount of energy large enough to meet Dr. Stubbs's scientific goals. Secondly, and equally as important, is the fact that this phenomenon occurs in the Kavis Alpha sector only once every 196 years, so knowing the exact time of the event allows the

'Egg' Probe to be launched at a time precise enough to maximize its efficiency.

Unique design

The *'Egg' Probe*'s design is very simple, although its exterior appearance hides the highly sensitive and complex monitoring systems contained within. Consisting of two main sections separated by a narrower exposed area, the *'Egg' Probe*'s outer hull is built into a series of interconnecting circular tubes, forming a hexagonal cross-section on the forward and aft units. Standing in excess of two-and-a-half meters in height,



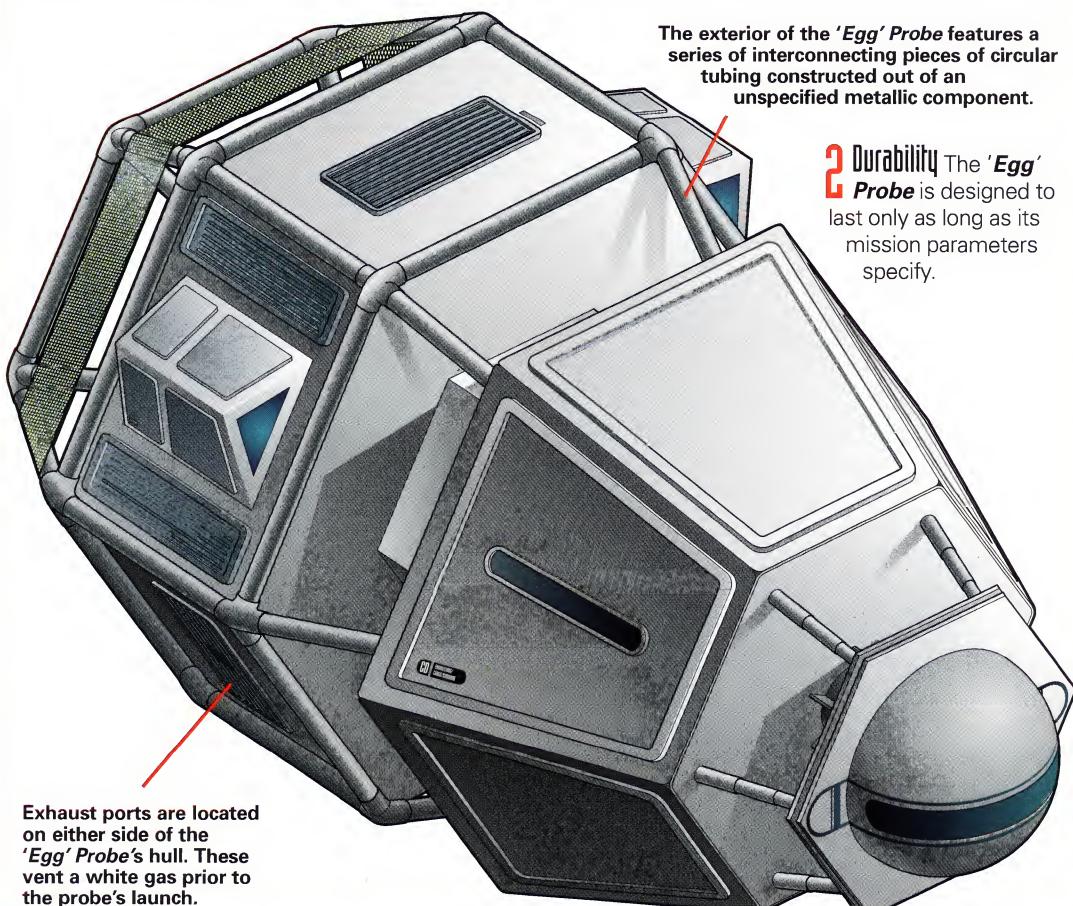
When not in use, the *'Egg' Probe* rests on a trestle. It is launched into space under its own power from Shuttlebay 2 aboard the **U.S.S. ENTERPRISE NCC-1701-D**.



Dr. Paul Stubbs has dedicated over 20 years of his life to recording the explosion of neutronium in the Kavis Alpha sector.

'EGG' PROBE

1 Design The somewhat nondescript exterior of the *'Egg' Probe* belies the multitude of sensor equipment and delicate instrumentation contained within.



2 Durability The *'Egg' Probe* is designed to last only as long as its mission parameters specify.

'Egg' Probe



▲ The 'EGG' PROBE's launch is coordinated from both the bridge and Shuttlebay 2's launch control room.

the probe is more than three meters long and stands on a dark colored support trestle while in storage within the *Enterprise*'s Shuttlebay 2.

Launch sequence

The rear section of the 'Egg' Probe consists of a main hexagonal hull which connects to a number of inward-sloping panels, forming a smaller hexagonal venturi at the stern of the vessel. These sloping panels are constructed out of a dark, smooth, semi-transparent alloy, and effectively surround a raised exhaust port exiting the center of the larger hull. This exhaust is the primary propulsion unit, and glows red when the 'Egg' Probe is ready for launch. Once the launch sequence has been engaged, the entire probe lifts upward from its support cradle and then moves slowly forward under



▲ Viewed from the safety of the bridge, the explosion generated by the two neutron stars is an awe-inspiring sight.

its own power, issuing a white exhaust gas from this raised nozzle at the rear. There are no visible control surfaces on the 'Egg' Probe, so navigation may be employed by simply altering the vector of the exhaust nozzle to point the probe in the right direction. Maximum speed, and the nature of the probe's defensive shields, are unclear but the nature of its investigation would suggest it has been constructed to withstand the considerable stresses and forces generated during the stellar explosion.

The main rear hull section is constructed out of flat, light-gray colored plating supported within the tubular framework. The sloping upper face contains a partially-raised panel on the port and starboard sides in which are set a number of narrow grill slits. The underside downward-facing panels

contain small rectangular exhaust ports which continuously vent a white gas while the vessel is awaiting launch. The front of this drive section is connected to the forward sensor arrays by a series of bars, housed within a brightly illuminated exposed section around the probe's middle. This forward sensor section is very similar in total length to the rear section.

Forward section

The forward section of the probe is constructed from the same smooth light-gray panels; it slopes forwards and inwards to a narrower hexagonal mounting at the nose of the vessel. This mounting has a large single green illuminated sensor built into the bow, which continually sweeps from left to right when the craft is activated.

The 'Egg' Probe can be remotely controlled by Dr. Stubbs from a



▲ Telemetry recorded by the 'EGG' PROBE is relayed to the bridge of the U.S.S. ENTERPRISE NCC-1701-D.

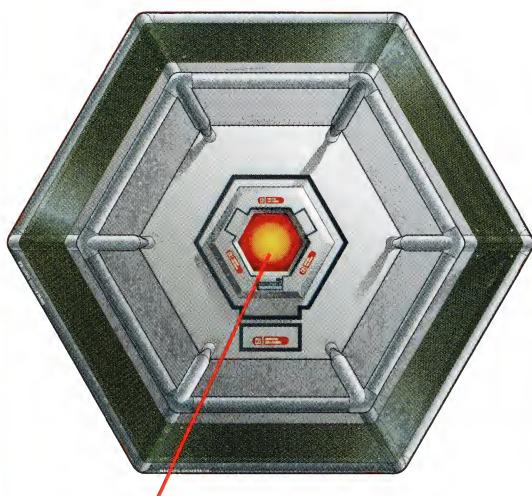
distance of 40 million kilometers, illustrating the sophistication of the probe's communications and operations systems.

Prior to its launch, the probe experiences several shocks as the *Enterprise* has major problems with its **inertial dampers**. This does not, however, affect the probe or its operating systems. The success of Dr. Stubbs's mission is put into jeopardy when **self-replicating**, sentient **nanites** are accidentally introduced into the *Enterprise*'s computer. The damage they cause is eventually repaired, and Dr. Stubbs is once more able to gain vital access to the starship's computer network. The 'Egg' Probe is successfully launched after 20 years of preparation, and provides Dr. Paul Stubbs with vast amounts of information as it carries out its hugely important investigation.

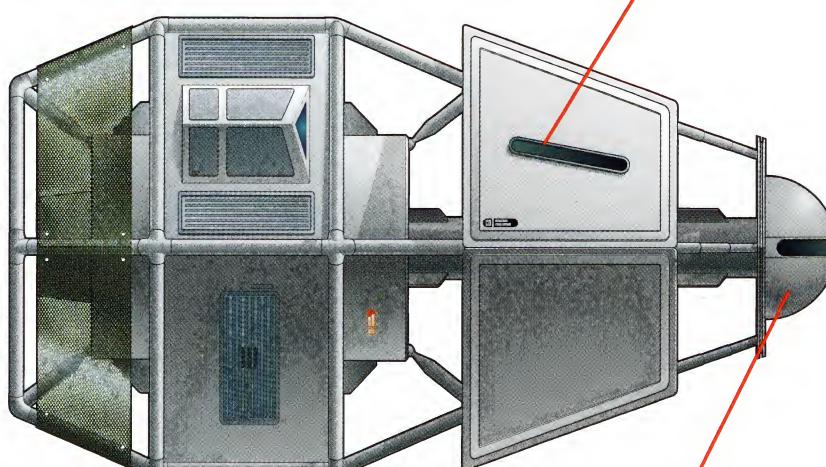
COMPACT SENSOR

1 Purpose The 'Egg' Probe is noticeably larger than standard **Starfleet** probes and is designed for a specific mission. This allows it to carry a greater number of scientific instruments dedicated to its sole objective.

Much of the 'Egg' Probe's exterior is covered in a series of smooth metallic panels. They protect the interior workings of the device from being damaged prior to it reaching its final destination.



A single propulsion unit is located at the rear of the 'Egg' Probe. This allows the unit to power itself toward its designated target of scientific interest.



2 Functional The exterior of the 'Egg' Probe makes no concessions to aesthetics. The probe's entire design philosophy is geared toward delivering sensor units to the designated coordinates and ensuring the successful completion of the mission.

The forward section of the 'Egg' Probe houses a delicate array of sensor units, used to detect the neutronium decay created during a stellar explosion.



FILE 70 STAR TREK: DEEP SPACE NINE

STAR TREK: Deep Space Nine

A-Z Episode Guide Part 3

'DISTANT VOICES'

FILE 70 CARD 59



After being telepathically assaulted by a **Lethean**, **Dr. Julian Bashir** fights for his life by accessing different parts of his personality, manifested as his friends and colleagues from *Deep Space Nine*.



'THE DOGS OF WAR'

FILE 70 CARD 168



Damar announces his return to the **Cardassian** people, and instructs them to join him in rising up against the **Dominion** occupation of their world.



'DOCTOR BASHIR, I PRESUME'

FILE 70 CARD 108

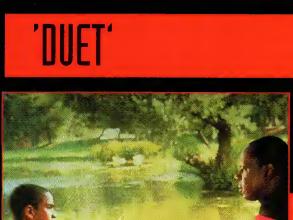


Dr. Lewis Zimmerman, the designer of **Starfleet's Emergency Medical Hologram**, visits *Deep Space Nine* with a view to using **Dr. Julian Bashir** as the template for a new EMH.



'DRAMATIS PERSONAE'

FILE 70 CARD 17



Saltah'na energy spheres from the **Gamma Quadrant** cause the *Deep Space Nine* crew to conspire against one another and re-enact an age-old power struggle.



'DUET'

FILE 70 CARD 18



A **Cardassian** claiming to be **Gul Darhe'el**, an infamous figure in the Cardassian occupation of **Bajor**, is arrested on *Deep Space Nine*. **Major Kira** must ascertain whether the war criminal is who he claims to be.



'EMISSARY'

FILE 70 CARD 1



Commander Benjamin Sisko assumes command of station *Deep Space Nine* in orbit of the recently liberated planet **Bajor**, and quickly finds himself drawn into matters of scientific discovery and **Bajoran** spirituality.



'THE EMPEROR'S NEW CLOTH'

FILE 70 CARD 156



Quark and his brother **Rom** become entangled in a plot that finds them having to deliver a cloaking device to **Regent Worf** in the **mirror universe**, or else condemn **Grand Nagus Zek** to certain death.



'EMPOH NOR'

FILE 70 CARD 116



A team from *Deep Space Nine* travel to the abandoned **Empok Nor** station in an effort to acquire much-needed spare parts. They soon find themselves being stalked by three **Cardassian** soldiers, and a murderous **Garak**.

'EQUILIBRIUM'

FILE 70 CARD 46



Jadzia Dax returns to the **Trill** homeworld after she falls ill, and discovers that the **Trill Symbiosis Commission** suppressed her memories of the Dax symbiont joining with a murderous host named **Joran**.

STAR TREK: Deep Space Nine A-Z Episode Guide Part 3



'EXPLORERS'

FILE 70

CARD 63

Benjamin Sisko and his son Jake construct an ancient **Bajoran Solar Sailing Ship** in order to prove that the Bajoran civilization made landfall on **Cardassia** many centuries ago.



'EXTREME MEASURES'

FILE 70

CARD 167



Dr. Bashir and Chief O'Brien are forced to enter the mind of dying **Section 31** operative **Luther Sloan**, in an effort to find a cure for the disease that is killing **Odo** and the **Founders**.

FILE 70

CARD 66

'FACETS'

Jadzia Dax undertakes the **Trill** ritual of **zhian'tara**, whereby her friends and colleagues manifest the personalities of the Dax symbiont's former hosts.



'FAMILY BUSINESS'

FILE 70

CARD 64



Quark and Rom are forced to return to **Ferenginar** when it is discovered that their mother is conducting business dealings.



'FAR BEYOND THE STARS'

FILE 70

CARD 132

Captain Sisko experiences a vision from the **Prophets** wherein he is a 20th-century writer struggling against racial prejudice.

'FASCINATION'

FILE 70

CARD 52



Lwaxana Troi returns to **Deep Space Nine** intent on ensnaring **Odo**, but causes a flood of romantic encounters among the crew.



'FAVOR THE BOLD'

FILE 70

CARD 123

Sisko's plan to retake **Deep Space Nine** receives authorization from **Starfleet**, just as the **Dominion** prepares to destroy the minefield that is blocking the mouth of the **Bajoran wormhole**.

'FERENGI LOVE SONGS'

FILE 70

CARD 112



FCA Liquidator Brunt offers to return Quark's business license if he ends Ishka and Grand Nagus Zek's relationship.



'FIELD OF FIRE'

FILE 70

CARD 157

Ezri Dax must summon the spirit of previous host **Joran** when she investigates the murders of a number of **Starfleet** officers.



'FORSAKEN, THE'

FILE 70

CARD 16



A sentient computer program from the **Gamma Quadrant** causes system failures throughout **Deep Space Nine**, stranding Odo in a **turbolift** along with Lwaxana Troi.



'FOR THE CAUSE'

FILE 70

CARD 88

Sisko learns that **Kasidy Yates** is sympathetic to the **Maquis** cause, and she is arrested for smuggling weapons. On **Deep Space Nine**, Lt. Michael Eddington is also exposed as a Maquis member, and abandons his post after hijacking a transport of 12 **industrial replicators**.

W continued

warp field

The **subspace** 'bubble' surrounding a vessel equipped with warp drive. In 2370, proof that warp fields pollute subspace was demonstrated in the

Hekaras Corridor.

Starfleet engineers soon developed non-destructive warp fields. (*Starship Log*: 'Booby Trap' [TNG]; 'Emissary' [DS9]; 'Caretaker' [VOY]) **SEE FILES 5, 64, 69, 70, 71**

 **The Hekaras Corridor suffered an enormous subspace rift as a result of stress from warp fields, forcing the Federation to review warp usage.**

warp particles

Subatomic warp field flotsam. In 2371, **Captain Kathryn Janeway** pumped warp particles into a **quantum singularity** in the hope that the particles would flow toward the hidden exit fissure like bubbles floating to the surface. (*Starship Log*: 'Parallax' [VOY]) **SEE FILE 71**

warp plasma particles

In starship engines the **matter/antimatter reaction** leaves a residue of warp plasma particles. Discharging a **phaser** or **disruptor** in their vicinity can cause them to ignite, and **transporter** beams can destabilize the plasma. **Tosin** wished to buy warp plasma from the **U.S.S. Voyager NCC-74656** crew in 2373. (*Starship Log*: 'Fair Trade' [VOY]) **SEE FILE 71**

warp shadows

The fading warp energy left by a moving warp-driven vessel. **Alliance** ship sensors in the **mirror universe** targeted warp shadows to differentiate residual energy from an actual vessel. (*Starship Log*: 'Shattered Mirror' [DS9]) **SEE FILE 70**

Warren, Dr. Mary

One of the anthropologists studying a humanoid culture on **Mintaka III**. Warren was injured by an exploding generator and died in 2366, despite the best medical efforts of the **U.S.S. Enterprise NCC-1701-D** crew. (*Starship Log*: 'Who Watches the Watchers?' [TNG]) **SEE FILE 69**

Warrior/Adonis

A humanoid male who represented mediator **Riva**'s passion, lust, honor, and libido in his **chorus**. (*Starship Log*: 'Loud as a Whisper' [TNG]) **SEE FILES 18, 69**



The deaf mute mediator Riva chose to communicate through his chorus, which included the male named Warrior/Adonis. During negotiations on the planet Solais V in 2365, Riva's entire chorus was killed.



The 'Warrior's Anthem' was sung heartily and with pride by every bridge officer on the I.K.S. ROTARRAN, after the vessel successfully destroyed a JEM'HADAR ATTACK SHIP in battle in 2374.

'Warrior's Anthem'

A Klingon battle hymn that **Worf** forced the **I.K.S. Rotarran** crew to sing as they left port. At the end of their successful mission, the crew spontaneously united in song. (*Starship Log*: 'Soldiers of the Empire' [DS9]) **SEE FILE 70**

Washburn

A male officer who served on the **U.S.S. Enterprise NCC-1701** in 2267. Washburn beamed over to the **U.S.S. Constellation NCC-1017** as a member of **Scotty**'s repair team. (*Starship Log*: 'The Doomsday Machine' [TOS]) **SEE FILES 20, 68**

waste extraction

The organic and sewage filtering and recycling component of a ship. Waste extraction may also refer to personal elimination. (*Starship Log*: 'Little Green Men' [DS9]) **SEE FILE 70**



water pack

Small, sealed container of drinking water issued to **Starfleet** personnel in environments lacking reliable amenities, such as the desert world **Tyree**. Each pack holds 250 milliliters of water. (*Starship Log*: 'Shadows and Symbols' [DS9]) **SEE FILE 70**

Benjamin Sisko, his father Joseph, son Jake, and Ezri Dax, carried water packs with them when they visited the desert planet of Tyree in 2375.

warp field
warp particles
warp plasma particles
warp shadows

Warren, Dr. Mary

Warrior/Adonis

'Warrior's Anthem'

Washburn

waste extraction

water pack

Water III, Flotter T.

waterplum

Watkins, John B.

Watley

Watley, Lieutenant

Watters, Captain Tim

Wayafter

weapons locker

weather control matrix

weather modification net

Webb

Webb, Michael

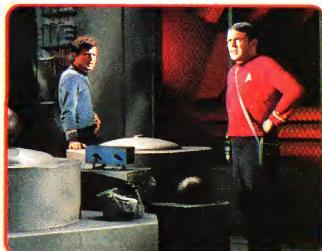
Weldon, Ensign

Wellington NCC-28473, U.S.S.

Wentian condor snake

Wesley, Commodore Robert

West, Colonel



Washburn was part of the team sent to investigate the U.S.S. CONSTELLATION NCC-1017, after it was damaged by the planet killer.



Flotter T. Water III was a popular character in a holodeck program enjoyed by Naomi Wildman in 2375.

**Watkins, John B.**

A Grade 4 Engineer on the **U.S.S. Enterprise NCC-1701** in 2268. Watkins was checking the emergency overload bypass valve on the **matter/antimatter reaction chamber** when **Losira**, from the **Kalandan outpost**, killed him. (*Starship Log: 'That Which Survives'* [TOS]) **SEE FILE 20, 68**

Watley

A male **Starfleet** engineer posted to station **Deep Space Nine** in 2373. (*Starship Log: 'The Assignment'* [DS9]) **SEE FILE 70**

Watley, Lieutenant

A female officer who joined the **U.S.S. Enterprise NCC-1701**'s crew roster in 2267, after an assignment on the **U.S.S. Lexington NCC-1709**. Watley may have been **Dr. Julian Bashir**'s great grandmother. (*Starship Log: 'Trials and Tribulations'* [DS9]) **SEE FILE 70**

 **Lt. Watley met Dr. Bashir in a U.S.S. ENTERPRISE NCC-1701 turbolift, and indicated that she found him attractive.**



Watters, Captain Tim **Starfleet Academy** cadet who commanded the **U.S.S. Valiant NCC-74210** behind enemy lines for eight months, following the death of **Captain Ramirez**. Watters died when his ship was destroyed during a foolhardy mission which also killed most of his crew. (*Starship Log: 'Valiant'* [DS9]) **SEE FILES 31, 43, 70**

 **The pressures of command caused Captain Tim Watters to abuse the stimulant cordafin.**

Wayafter

This is where the **Vori** and **Kradin** believe their spirits reside after death, if proper burial protocols are observed. A body buried facing downward successfully arrives at the Wayafter. (*Starship Log: 'Nemesis'* [VOY]) **SEE FILES 18, 71**

weapons locker

In **Starfleet** installations, firearms and armaments are kept in this safe area, controlled by security or tactical officers, until they are distributed by the authorities. (*Starship Log: 'Day of the Dove'* [TOS]; 'Aquel' [TNG]; 'Captive Pursuit' [DS9]; 'Worst Case Scenario' [VOY]) **SEE FILES 68, 69, 70, 71**

weather control matrix

Technologically-advanced, planet-wide systems that ensure the outdoor climate matches selected parameters. **Risa** uses a weather control matrix to provide idyllic conditions, while on the **Caldos colony** and **Hekaras II** weather control matrices were needed to counteract sudden devastating weather pattern shifts. (*Starship Log: 'Force of Nature'* [TNG]; 'Let He Who is Without Sin ...' [DS9]) **SEE FILES 4, 69, 70**

 **The weather control matrix on the popular resort planet of Risa allows the authorities to provide consistently good weather.**

**weather modification net**

Earth uses a weather modification net to detect and defuse life-threatening conditions. It somehow failed to pick up the tornado that killed **Amanda Rogers**'s parents. (*Starship Log: 'True-Q'* [TNG]) **SEE FILE 69**

Webb

A 20th-century radar monitor technician at a United States Air Force installation. Webb spotted the **U.S.S. Enterprise NCC-1701** orbiting Earth in July 1969, when it had been propelled back in time. (*Starship Log: 'Tomorrow is Yesterday'* [TOS]) **SEE FILE 68**

Webb, Michael

A 21st-century family man who settled within San Francisco's **Sanctuary District A**, along with children **Danny** and **Jeannie**, after losing his job. Webb became a civil rights advocate and died during the **Bell Riots** of 2024. (*Starship Log: 'Past Tense', Parts I and II* [DS9]) **SEE FILE 70**

Weldon, Ensign

A young officer working at **Starfleet Medical** in 2375. Weldon reported to **Lt. Douglas**, and told **Dr. Julian Bashir** that **Odo**'s medical records were classified. (*Starship Log: 'When It Rains ...'* [DS9]) **SEE FILE 70**

Wellington NCC-28473, U.S.S.

The **Bynars** performed a computer upgrade on this **Niagara**-class vessel in 2364. **Ensign Ro** served on the **Wellington** until misconduct put her in prison. In 2373, the **Wellington** refueled at **Deep Space Nine**. (*Starship Log: '11001001'* [TNG]; 'Business as Usual' [DS9]) **SEE FILES 43, 69, 70**

Wentlian condor snake

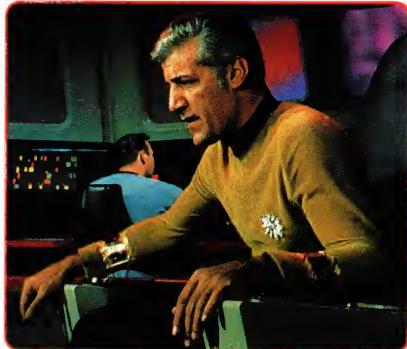
A flying reptile. **Quark** served stuffed condor snake to his client the **Regent of Palamar**, after bribing the Regent's chef for his favorite recipes. (*Starship Log: 'Business As Usual'* [DS9]) **SEE FILE 70**

Wesley, Commodore Robert

A **Starfleet** officer and close friend of **James T. Kirk**.

Wesley commanded the **U.S.S. Lexington NCC-1709** in 2368, during the tragic **M-5** tests. He disobeyed Starfleet orders to destroy the **U.S.S. Enterprise NCC-1701**. (*Starship Log: 'The Ultimate Computer'* [TOS]) **SEE FILES 19, 68**

 **Commodore Robert Wesley refused to destroy the U.S.S. ENTERPRISE NCC-1701.**

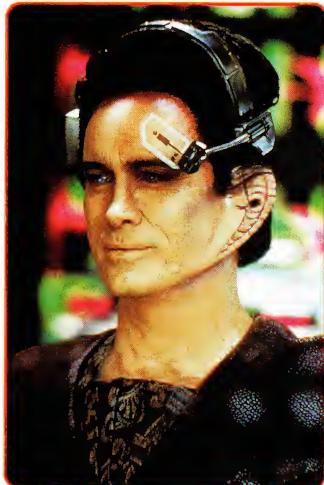
**West, Colonel**

This **Starfleet** officer tried to stop the **Klingon** peace talks by assassinating the **Federation Council President** during the **Khitomer conference** of 2293. West was killed before he could complete his mission. (*Starship Log: Star Trek VI: The Undiscovered Country*) **SEE FILE 77**

 **Colonel West devised 'Operation Retrieve' with the aim of rescuing Captain Kirk and Dr. McCoy from the Klingons when the two Starfleet officers were arrested in 2293.**

W continued

Weyoun The series of identical male **Vorta** clones who worked for the **Founder Leader**. **Benjamin Sisko** met the first Weyoun clone in 2372; the sixth Weyoun clone was defective, and provided **Odo** with vital information before committing suicide; the last Weyoun was killed by **Garak** at the end of the **Federation/Dominion war**. (Starship Log: 'To the Death' [DS9]) **SEE FILES 16, 58, 70**



▲ The sixth Weyoun clone betrayed the Dominion. After his suicide he was replaced by a seventh clone.

Whalen The **U.S.S. Enterprise NCC-1701-D**'s literary historian and 20th-century cultural specialist. In 2364, Whalen was shot by **Felix Leech** in the **Dixon Hill holodeck**, after the **holodeck**'s safety protocols were damaged. (Starship Log: 'The Big Goodbye' [TNG]) **SEE FILES 25, 69**

Whatley A **raktajino**-drinking member of the maintenance team on **Deep Space Nine** in 2373, working under **Miles O'Brien**. A typical day for Whatley involved working on **inertial coupling ports** in the **Docking Ring**. (Starship Log: 'The Assignment' [DS9]) **SEE FILE 70**

Whatley, Admiral Charles A high-ranking officer stationed at **Starfleet Headquarters**, who announced **Bajor**'s acceptance into the **Federation** in 2373, and visited **Deep Space Nine** for the ceremony. Whatley was surprised when **Benjamin Sisko** knew more about his son, **Kevin Whatley**, than he did. The admiral was very disappointed when Sisko convinced the **Bajorans** to decline Federation membership. (Starship Log: 'Rapture' [DS9]) **SEE FILES 19, 70**

Whatley, Kevin The son of **Admiral Charles Whatley**. (Starship Log: 'Rapture' [DS9]) **SEE FILE 70**

Wheeler, Lieutenant A member of the **U.S.S. Bellerophon** crew. Wheeler's conversation with **Ensign Hickam** on the way to a **Romulan** conference alerted **Dr. Julian Bashir** to **Admiral William Ross**'s sudden 'illness.' (Starship Log: 'Inter Arma Enim Silent Leges' [DS9]) **SEE FILE 70**

Whelan bitters A type of strong ale containing bitter herbs. After consuming nearly four bottles of Whelan bitters at **Quark's bar**, **Grathon Tolar** assaulted a **dabo girl**. (Starship Log: 'In the Pale Moonlight' [DS9]) **SEE FILE 70**



▲ Whalen was seriously injured when he was shot in Captain Picard's Dixon Hill holodeck program. Fortunately, Dr. Crusher's medical skills saved his life.

white SEE **ketracel white**

White, Crewman A **Starfleet** crewman serving on the **U.S.S. Voyager NCC-74656**. Seven of Nine observed that White and Crewman Boylen were often late for duty. (Starship Log: 'Bliss' [VOY]) **SEE FILE 71**

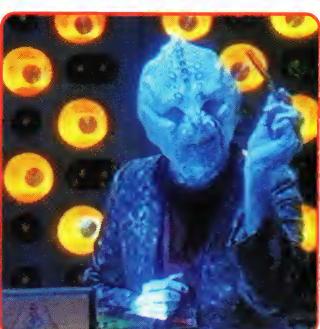


▲ Naomi Wildman was the youngest person aboard the **VOYAGER NCC-74656**, and was very close to Neelix who told her bedtime stories.

Wildman, Ensign Samantha A xenobiologist married to a **Ktarian** named **Greskrendtregk**, Wildman joined the **U.S.S. Voyager NCC-74656** crew unaware that she was pregnant. She gave birth to Naomi in 2372, and chose **Neelix** to be the girl's godfather. Wildman continued her duties while raising her child. (Starship Log: 'Elogium' [VOY]) **SEE FILE 43, 71**

Wilkins, Professor A **Starnes Expedition** member who committed suicide on **Triacus** in 2268, by swallowing **cylodin**. Wilkins's death was the work of **Gorgan**. (Starship Log: 'And the Children Shall Lead' [TOS]) **SEE FILE 68**

Weyoun
Whalen
Whatley
Whatley, Admiral Charles
Whatley, Kevin
Wheeler, Lieutenant
Whelan bitters
white
White, Crewman
Wildman, Naomi
Wildman, Ensign Samantha
Wilkins, Professor
Willemheld
Willoughby, Chief Edgar
Wilson, Transporter Technician
wines
Winn Adami
Wise Ones
Wistan gagh
Wixiban
Woban
Woden
Woden sector
Wogneer creatures
Wolf 359



▲ Grathon Tolar was an expert at forging holographic records. In 2374, he created false evidence of Dominion plans to invade Romulus, in 2374.



▲ Samantha Wildman was pregnant when the **U.S.S. VOYAGER NCC-74656** was hurled into the Delta Quadrant, severing contact with her husband, a Ktarian.



Willemheld

A playwright whom **Dr. Julian Bashir** credited with being an original thinker, unlike the current crop of Earth writers who seemed obsessed with re-visiting stories from other cultures. (*Starship Log: 'The Die is Cast'* [DS9]) **SEE FILE 70**

Willoughby, Chief Edgar

The sector quartermaster for **Deep Space Nine** in 2375. He and his wife **Cynthia** had two children. Willoughby led **Nog** to a **graviton stabilizer** after the **Ferengi** sent him a bottle of **Gamzian wine**. (*Starship Log: 'Treachery, Faith, and the Great River'* [DS9]) **SEE FILE 70**

Wilson, Transporter Technician



Wines

SEE **bloodwine**, Chateau Lafite Rothschild, **Chateau Picard**, **Gamzian wine**, **kanar**, **Kandora champagne**, **Ktarian merlot**, **Silmic wine**, **spring wine**, **tulaberry wine**.

Even in the 24th century, the Picard family still fermented their own wine.

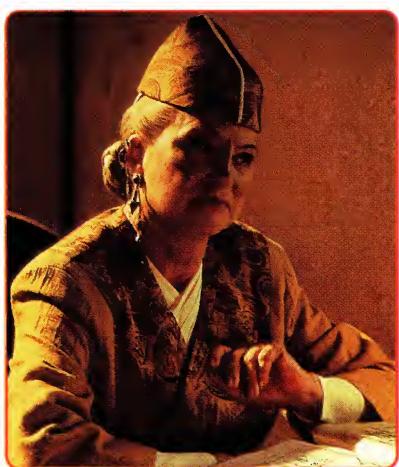


Emissary of the Prophets.
Her unhappiness made it easy for **Gul Dukat** and the **Pah-wraiths** to seduce her. In late 2375, Winn repented and gave the Emissary the key to saving Bajor and the **Prophets**, before dying in the **fire caves** of Bajor. (*Starship Log: 'In the Hands of the Prophets'* [DS9]) **SEE FILES 10, 47, 70**

Kai Winn Adami was a controversial choice as leader of the Bajoran faith. She often clashed with Kira Nerys over Bajor's political and economic development.

Winn Adami

The woman who became **kai**, the spiritual leader of **Bajor**, in 2369. Winn Adami was a conservative **vedek** during the occupation, and claimed to have been beaten for her religious teachings. After becoming kai, she resented **Benjamin Sisko**'s position as



Wise Ones SEE **Preservers**.

Wistan gagh

A style of gagh packed in **targ**'s blood. **Jadzia Dax** ordered a case of Wistan gagh, as well as a case of the 50 other varieties of gagh, for **General Martok**'s birthday. (*Starship Log: 'Prodigal Daughter'* [DS9]) **SEE FILE 70**

Wixiban

A **Talaxian** criminal, permanently detained at the **Nekrit Supply Depot** because he could not pay his docking fees. Wixiban coerced **Neelix** into participating in illegal schemes at the depot; his friend also helped him earn his freedom by stopping smugglers at the depot. (*Starship Log: 'Fair Trade'* [VOY])

SEE FILES 43, 58, 71



Wixiban spent a year in a Ubean prison for smuggling contraband; his friend Neelix managed to escape a similar fate.

Woban

Large, gruff **Bajoran** leader from the village **Navot** on **Bajor**. Woban used **Deep Space Nine** facilities to air a border dispute with the **Paqu** and work out a compromise. Woban liked **larish pie**. (*Starship Log: 'The Storyteller'* [DS9]) **SEE FILES 10, 70**

The Bajoran leader Woban visited station **DEEP SPACE NINE** in 2369 to negotiate a land dispute.

Woden

An unmanned, automated ore freighter, and the first casualty of the **M-5** field test in 2268. M-5 independently changed the **U.S.S. Enterprise NCC-1701**'s course to destroy the harmless **Woden**. (*Starship Log: 'The Ultimate Computer'* [TOS]) **SEE FILE 68**

Woden sector

A zone of space that the **Talarian Warship Q'Maire** traversed in response to a distress beacon from another Talarian craft. (*Starship Log: 'Suddenly Human'* [TNG]) **SEE FILE 69**

Wogneer creatures

Residents of the **Ordek Nebula**, kept alive because **Jean-Luc Picard** risked his own life to save them. Picard's actions regarding the Wogneer creatures are known to **Starfleet Academy** students. (*Starship Log: 'Allegiance'* [TNG]) **SEE FILE 69**

Wolf 359

A red dwarf star 7.8 light years distant from Earth that became the site of a battle in 2367 between the **Borg**, aided by

Locutus, and **Federation** forces commanded by **Admiral J. P. Hanson**. The Federation lost nearly 40 percent of its fleet and approximately 11000 lives. Among the casualties was **Jennifer Sisko**. (*Starship Log: 'The Best of Both Worlds', Part II* [TNG]; 'Emissary' [DS9]) **SEE FILES 19, 69, 70**



The red dwarf star Wolf 359 was in the region of space where Federation ships engaged the Borg in 2367, in an attempt to save earth from global assimilation.